

THE OFFICIAL GUIDE FROM

NINTENDO
POWER



NINTENDO
GAMECUBE™



THE OFFICIAL
Nintendo
PLAYER'S GUIDE

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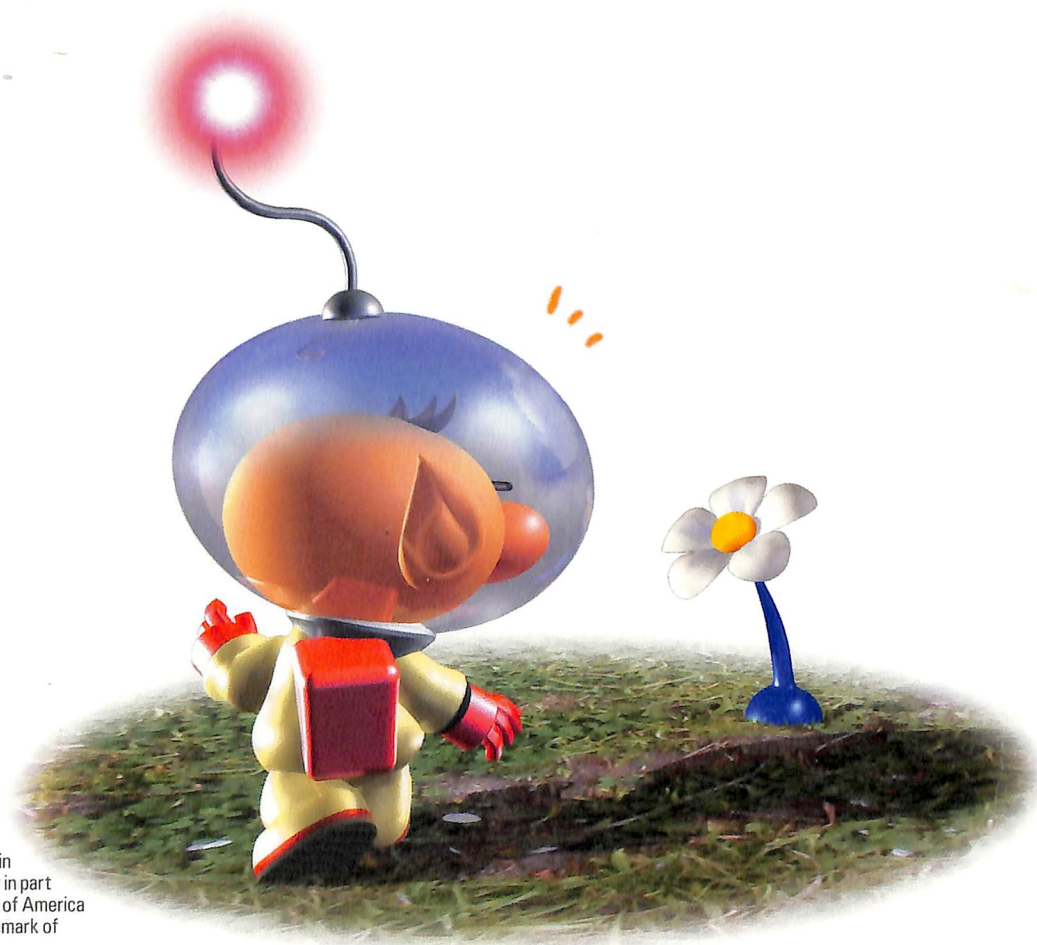
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Flower Power!

When the cosmic Captain Olimar crash-lands far from the garden path, help sprouts up in the form of Pikmin—eager little seedlings that cultivate a blossoming friendship with the spaceman. They'll do anything he commands, so the captain enlists their help as he treks across the planet to recover his missing rocket parts. Nintendo Power has dug up the dirt on Pikmin, so while you're rooting for Olimar's leafy friends, Nintendo Power's comprehensive tips will give you even more reason to cheer.





The Official Nintendo Player's Guide



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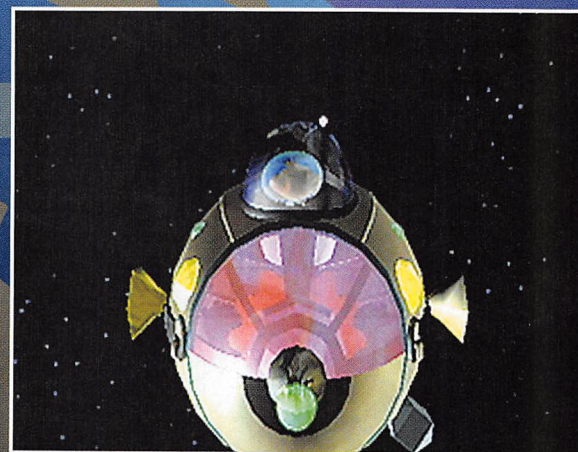
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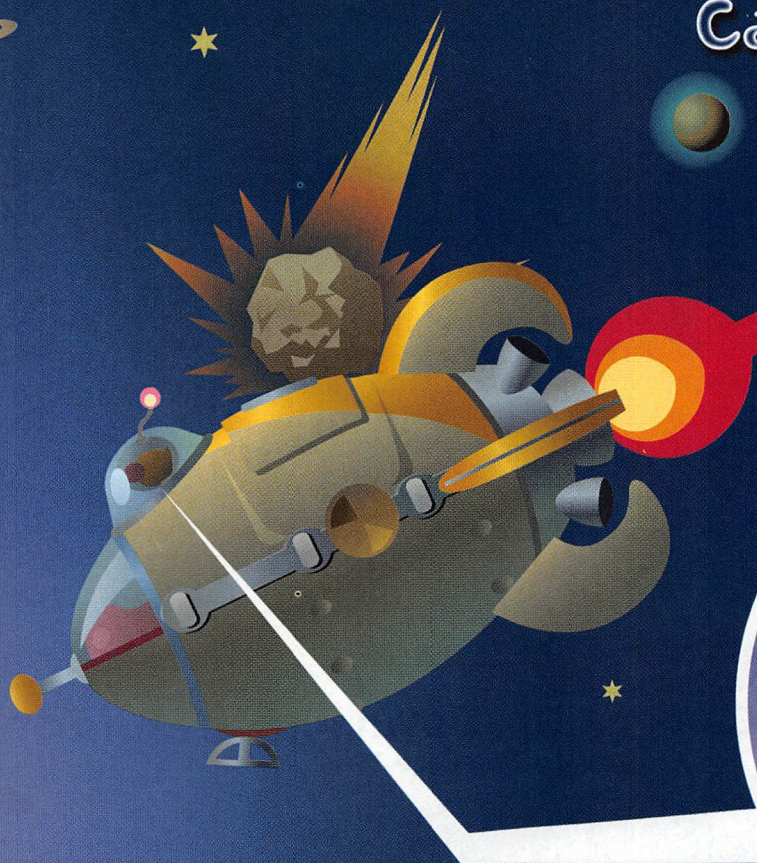
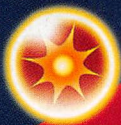
From Shipwrecked ...

Intergalactic space courier Captain Olimar was supposed to be on vacation, but a wrong turn into a hurtling meteor quickly jettisoned the rocketeer's hopes for rest and relaxation. The cosmic collision rerouted Olimar's spaceship, the *Dolphin*, on a direct course for an unknown planet, and the rocket's high-speed entry into the alien atmosphere ripped the ship to shreds.

When Captain Olimar awoke among the wreckage, he found himself in a world where everything seemed eerily oversized. The planet wasn't the vacation hot spot he was hoping to reach, and Olimar would fall victim to the unhealthy atmosphere if he didn't blast off soon.

According to the captain's calculations, the *Dolphin* lost 30 rocket parts in the crash and his life-support system contained about a month's supply of energy. With 30 days to retrieve 30 rocket parts, Olimar needed some help, and he found it in the form of friendly alien seedlings he named Pikmin.





... To Shipshape

The Pikmin grew from the ground like plants, and Captain Olimar could cultivate a crop of them by finding items that produced Pikmin seeds. Some Pikmin sprouted with leaves, buds or flowers on their heads, and the helpful creatures came in different colors and had different abilities.

The captain could command an entire garden of Pikmin, and they'd do whatever he ordered. Captain Olimar could lead the Pikmin across uncharted lands, and they'd follow. If he wanted them to slay one of the planet's exotic beasts or blaze a path so he could lead them to his rocket parts, they'd happily oblige.

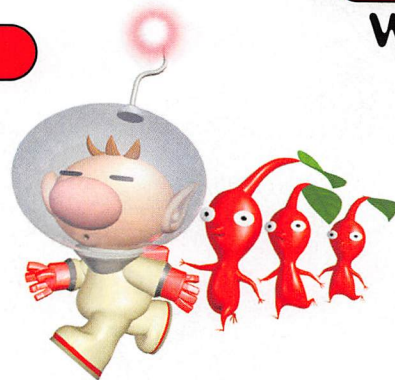
Olimar found exactly what he needed on his botched holiday—little helpers who'd carry out his tasks. He was taking time off from work, after all. It was just that his vacation was turning into a daring survival mission, too.

Pikmanipulation

I'm not just captain of the rocket ship *Dolphin*—I'm captain of the Pikmin! My scrappy and obedient helpers will do anything I tell them. It seems I am in full control of the lot. Wherever I go, my Pikmin will follow. And they love to work! All I have to do is march them over to their next job (or throw them there), and they'll get busy. I'd better make sure I've mastered controlling them—the last thing I want is to lead them astray or bungle a job.

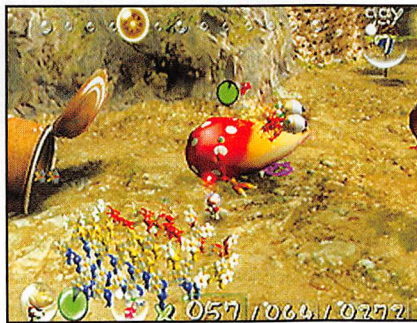


When Captain Olimar is wounded, tap Down on the Control Pad to lie down. Nothing can harm you when you're lying down, and your Pikmin will automatically carry you back to the landing site. You'll see a fireworks display when you reach their ship, and you'll be able to heal yourself at your rocket.

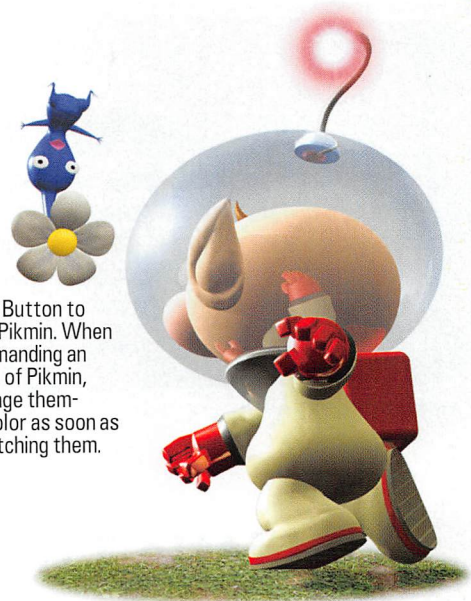


Pick Sprout/Throw Pikmin

The dual-purpose A Button will change its function depending on whether you're standing near a Pikmin or a planted sprout. If you're next to a sprout, you can pluck it from the ground by pressing A. By repeatedly tapping A while standing in a grove of sprouts, you'll automatically walk from one sprout to another, picking them as you go. If you're leading a troop of uprooted Pikmin, the A Button will enable you to throw them. Your Pikmin will land as close as possible to wherever you've aimed your targeting cursor.



Press the A Button to throw your Pikmin. When you're commanding an assortment of Pikmin, they'll arrange themselves by color as soon as you start pitching them.



Whistle

When a Pikmin is active and ready to be ordered around, it will appear brightly colored in red, yellow or blue. If a Pikmin has been relieved of its duty, its color will be very pale. To regain control of an off-duty Pikmin, blow your whistle. Any Pikmin within your whistle radius will come running.



Separate/Dismiss

The X Button dismisses your active Pikmin. If an active Pikmin goes after something on its own, it will automatically return to you unless you hit X. When you press X, your dismissed troops will separate by color and yellow Pikmin carrying bomb-rocks will form their own group, too.



Walk/Move Cursor

Active Pikmin will follow Captain Olimar wherever he goes. Use the Control Stick to move the spaceman. Your targeting cursor always appears a few steps in front of Olimar when he's walking, and you can position the target by gently pressing on the Control Stick. Apply only a little pressure on the Control Stick to move the cursor—if you press the Control Stick too hard, you'll cause Olimar to walk.



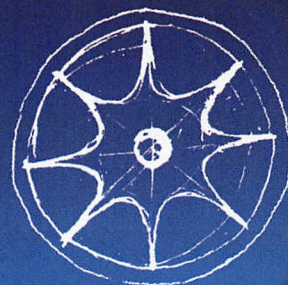
March

Normally, your Pikmin will follow you in a disorganized mob. To persuade them to walk in an orderly fashion, use the C Stick. A bugle will sound when you give the marching orders, and you can guide your formation of Pikmin by pressing the C Stick in the direction you'd like your Pikmin to go. If you march your Pikmin into an enemy, gate or something they can work on, they'll automatically get to work on the task.



All in a Day's Work

I doubt this planet's atmosphere would be good for my big, pink nose, so I'd better keep my protective space helmet firmly locked in place. According to my calculations, I won't last longer than 30 days in this atmosphere, so I'll have to budget my time wisely. I just hope I can locate all of my rocket parts before I overstay my welcome. I'll just have to wait and hold my breath . . .



So Little Time, So Much to Do

You have 30 days to find 30 rocket parts. If the month runs out before you've scrounged up enough rocket parts, Captain Olimar will never be able to blast off for home and the planet's strange atmosphere will overcome him. To make sure the castaway isn't stranded forever, you must harvest enough Pikmin to help him complete as many tasks as possible during the course of each day. It's a race against the clock, so every second (and every Pikmin) counts. Make the most of your time and stay on schedule by familiarizing yourself with the game's clock and the various on-screen meters that track your progress.

Day Meter

Captain Olimar and his Pikmin work in the daytime only. As time goes by, the sun shining on the time meter will slowly move its way to the right. At high noon and dusk, a warning alarm will ring.

Current Date



Olimar's Health

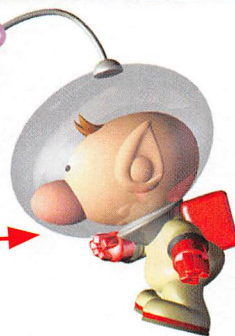
If an enemy manages to attack Olimar, he'll lose his health, which is measured by the green pie chart. If you're wounded, revitalize by pressing A while standing in your rocket's spotlight.



Next Pikmin

The Pikmin that appears in the bubble is the next Pikmin in line that you can throw.

Captain O.



Pikmin Population

The total number of Pikmin (including planted sprouts) outside the onions cannot exceed 100.



Number of Active Pikmin

Number of Pikmin Outside of the Onions



Total Number of Pikmin



Active Pikmin being led by Captain Olimar



Pikmin carrying out a task



Planted Pikmin sprouts



Inactive Pikmin

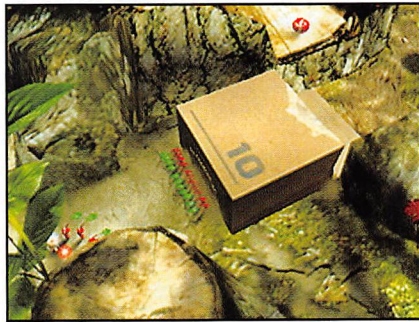


Pikmin inside their onion

Pikmin at Work

It's going to take more than just one tiny spaceman to recover 30 lost rocket parts in 30 days, but fortunate Captain Olimar has managed to forge a budding friendship with some of the locals. The Pikmin he's befriended are at his beck and call, and Olimar can command them to do all the hard work that a single spaceman couldn't possibly do on his own. The Pikmin's duties fall into the five basic categories listed below. There's strength in numbers, so the more Pikmin you put to work, the faster the job will get finished. Of course, how efficient each day's work turns out to be will depend on how well you can juggle multiple jobs, delegate busywork and prioritize objectives.

Moving Boxes



If a cardboard box is blocking your way, put your Pikmin on the job. At least 10 Pikmin are required to move a box.

Carrying Cargo



Use Pikmin to transport items, such as rocket parts. The number of Pikmin required to move an item will appear when a Pikmin tries to pick it up.

Destroying Gates



Stone and wooden gates often stand in your way. Only bomb-rocks can destroy stone gates, while Pikmin can slap wooden ones to shreds.

Building Bridges



Pikmin can cross gaps or climb to isolated places by fashioning a bridge or ladderlike pole from bundles of twigs and sticks.

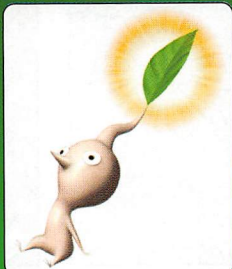
Fighting Enemies



Pikmin can put up quite a fight, so let Olimar's little helpers do the dirty work. Throw Pikmin at enemies or march them into monsters to begin a battle.

At Ease!

Pikmin are more than willing to carry out the five tasks listed above, but the Pikmin must be under your command first. Pale Pikmin are inactive, and they'll do their own thing until you whistle at them. Press the B Button to catch their attention.



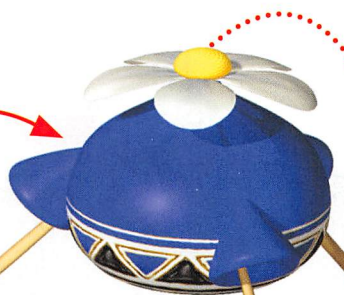


Every Bloomin' Type of Pikmin

Pikmin grow from seeds planted in the ground. The Pikmin live in spaceships called onions, which produce Pikmin seeds when a flower pellet or defeated enemy is delivered to the ship. A few seconds after an onion sows a seed, the seed will turn into a sprout, which you can pick. Picked sprouts turn into Pikmin, and each Pikmin will have a leaf, bud or flower on its head, depending on what it looked like as a sprout. When a sprout first surfaces, it will be in its leaf stage. If you leave a sprout in the ground, it will eventually grow into a bud and, ultimately, a flower.

Onion

Pikmin live in a flying saucer. Up to 100 Pikmin (including planted sprouts) can be outside of the onions at any time. If you bring back a flower pellet and 100 Pikmin are outside, the onion will produce new seedlings but keep them inside.



Flower Pikmin are as strong as they come, but puffy blowhogs can blow away your Pikmin's petals, transforming them back into leaf Pikmin.

Pikmin Sprout

Sprouts grow from the ground and are capped with either a leaf, bud or flower. Press A to pick the sprout, which will turn into a Pikmin. The Pikmin will have a leaf, bud or flower on its head, depending on what the sprout sported. Leaf Pikmin are the weakest. Flower Pikmin are the strongest. It takes fewer flower Pikmin to defeat an enemy or tear down a wall.



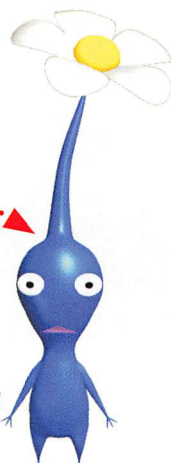
Leaf Pikmin



Bud Pikmin



Flower Pikmin



Flower Pikmin work faster than any other type of Pikmin. If you need something carried back to your landing site in a jiffy, put a crew of flower Pikmin on the job.



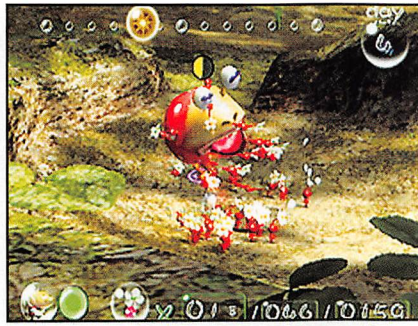
Nectar

Golden blobs of nectar are a Pikmin delicacy, and the syrupy substance will instantly change a Pikmin into its mightiest form—the flower Pikmin. Nectar appears when Pikmin uproot blades of grass or smash broken shells. Pikmin will automatically work on extracting nectar if they're near the source of the nutrient, and they'll slurp up the energy drink when they find it.

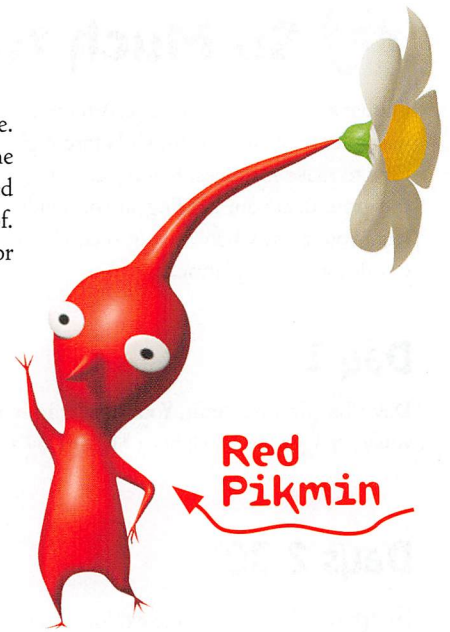


Red, Yellow and Blue Pikmin

In addition to coming in three stages of development, Pikmin bloom in three different colors: red, yellow and blue. You'll meet each color of Pikmin in a different region of the game. You'll discover the reds at the Impact Site, the yellows in the Forest of Hope and the blues within the Forest Navel. Every color has unique abilities, so you'll need to recruit specific colors to do special jobs. If you're playing with fire, send in the red Pikmin, since they're fireproof. Yellow Pikmin fly higher when you toss them, and they're the only ones that can carry and use bomb-rocks. For aquatic adventuring, call in the only Pikmin that can swim—blue Pikmin.



If your Pikmin can't take the heat, send in your red buddies. Only red Pikmin can withstand fire. Red Pikmin are also better fighters than yellow and blue Pikmin, so recruit a crimson crew for offensive maneuvers.



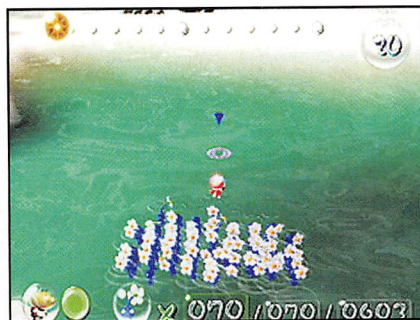
Red Pikmin



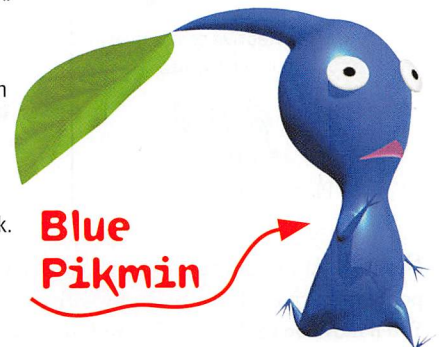
The only way to destroy a stone gate is to bomb it, and the only Pikmin that can use bomb-rocks are the yellow Pikmin.



You can throw yellow Pikmin higher than red or blue ones. If you need to reach something on a high ledge, toss your yellow Pikmin.



Only blue Pikmin can survive in water. If you're battling an enemy near a body of water, your foe might shake your Pikmin into the drink. Use blue Pikmin to avoid accidental drownings.



Blue Pikmin



So Much to Do, So Little Time

Olimar's daily grind is intense. After you've completed Day 1, the remaining 29 days will be timed and you'll have plenty of work to finish before nightfall. Every day you're racing against the sun, so you'll have little time to make mistakes. Before the sun goes down, your Pikmin must be under your command, planted in the ground, at your landing site or inside their onion. If your Pikmin aren't accounted for, you'll lose them from your army when the sun sets. The steps below detail the basics of your daily routine. Try again if your day doesn't go as planned.

Day 1

Day 1 has no time limit. Your goal is to harvest red Pikmin and retrieve the first rocket part. Once you've snagged it, you'll blast off for Day 2 and the clock will start ticking.

Days 2-30

Step 1. Select a region to explore. Not all areas are accessible at first, and you must find a specific number of rocket parts to unlock new regions. Once you've selected an area, you must spend the entire day there—you can't visit multiple regions in the same day.

Step 2. After you've landed in the area of your choice, the clock will start ticking. All of your Pikmin will be aboard their onions, so start the day by standing in an onion's spotlight and hitting A to summon the Pikmin passengers. Before the sun sets, spend your time raising Pikmin, battling enemies, building bridges, destroying walls and recovering rocket parts.

Step 3. During the final countdown to dusk, make sure that all of the Pikmin outside your ship are planted in the ground as sprouts, actively following your lead or waiting at the landing site. Inactive Pikmin and ones that are busy carrying, fighting or working will be left behind.

Pikmin That Will Survive

Pikmin That Won't Survive



Pikmin under Olimar's command



Any Pikmin (active or inactive) at your landing site



Planted Pikmin sprouts



Inactive Pikmin

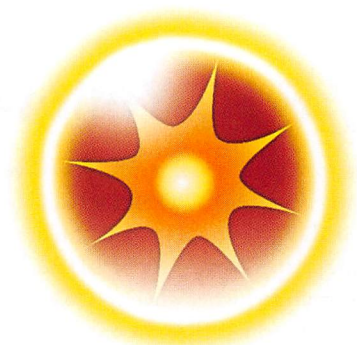


Fighting Pikmin



Working Pikmin

Step 4. At the end of the day, you'll view Olimar's diary and your Pikmin population chart. If you're happy with how your day went, save the game. You'll move on to the next day, and the daily grind will start all over (beginning with step 1).



Step 1



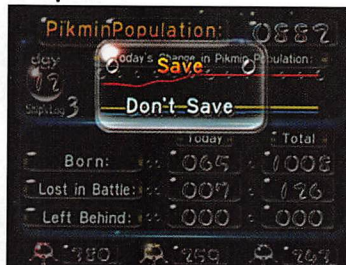
Step 2



Step 3



Step 4



12 Days Since Impact
It is very strange... The scenery of this planet, which I once found hostile, now sometimes strikes me as surprisingly serene. Perhaps the Pikmin have opened my heart to the beauty of this world. I even started thinking there were some parts I do not need. A daydream...



Harvesting Pikmin

There's no limit to how many Pikmin you can raise, but the catch is that no more than 100 of them can be outside at any time. Regardless, you'll still want to cultivate as many Pikmin as possible, since you'll lose many of your helpers to hungry enemies and hazardous obstacles. Your daily routine will take its toll on your Pikmin, but if you have plenty of Pikmin in reserve, you'll never be short on help. Produce new Pikmin seeds by ordering your Pikmin to chop down flowers and defeat enemies. The enemies' bodies and the pellets produced by flowers and defeated foes will turn into seeds when your Pikmin transport the goods back to their onions.



Flowers contain pellets that can produce Pikmin seeds. Set your sights on a flower, then toss your Pikmin at it to reap a pellet.



After defeating an enemy, command your Pikmin to carry it home. The body will produce seeds when it's beamed aboard an onion.

Defeated Enemy

Pellet Flower

The pellets in some flowers change color second by second. The color of the pellet you get depends on the precise moment you chop down the flower.



The onion produces seeds when pellets and defeated enemies are delivered to it. If 100 Pikmin are outside, the onion won't be able to crank out seeds. The onion will still produce new Pikmin, but they'll be forced to stay in the onion until you send some Pikmin home.

**1
2**

Two numbers appear when your Pikmin pick up an item. The blue number on top indicates the minimum number of Pikmin required to move the piece. The red number indicates the number of Pikmin that are actually carrying the object.



Pellet

Pellets are numbered and come in different colors. The number on the pellet indicates the number of Pikmin required to carry the tablet.

Color Match

Pikmin will deliver an item to the onion that matches their color. If more than one color of Pikmin is carrying something, the Pikmin will deliver the item to the onion that matches the majority's color. You'll score more seeds if the pellet matches the color of the onion.



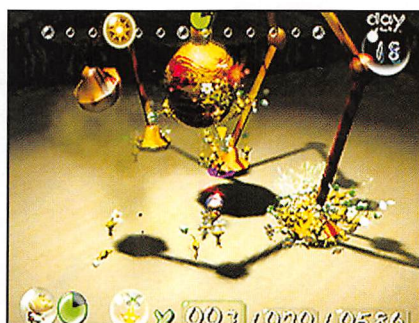


Marching into Battle

Using your Pikmin to battle the planet's wildlife is a big part of your adventure. Defeated enemies often leave behind pellets, and you can also use the bodies to produce even more Pikmin seeds. Some enemies have swallowed rocket parts, while others will eat your troops en route to your landing site if you don't eliminate the threat. Pikmin is about survival of the fittest, so shape up with the battling basics.

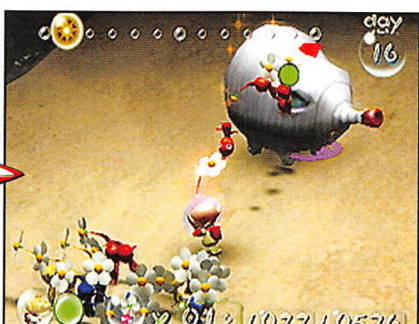
Basic Fighting Strategies

The bigger the enemy, the more Pikmin you'll have to call in to overpower it. Most enemies with faces are vulnerable from the rear, so throw or march your Pikmin into their backside. While tossing Pikmin at your target, use the C Stick to gather the rest of your Pikmin that are waiting to be thrown. March your swarm into your enemy's feet. By nipping at their heels, you'll hinder and slow your enemy's movement.



Pitching Order

Place your cursor on an enemy's back, then rapidly hit the A Button to toss your Pikmin. Your soldiers must run to Olimar before he can throw them, so you can prevent them from wasting steps—and split seconds of crucial attack time—by using the C Stick to huddle your crew around Olimar. Your Pikmin will line up by color when you begin pitching, and you'll have to readjust your aim when you reach the yellows since they catch more air.



Comfort Zone

All enemies have their own comfort zone, and they won't bother anyone unless something invades their personal space. Avoid getting too close to enemies if you don't have enough Pikmin to put up a fight. Pikmin carrying cargo won't fight back, so make sure that their path home is clear of enemies.



Bombs in Battle

Yellow Pikmin can use bomb-rocks in battle, but it's a risky strategy since the Pikmin that are occupied with fighting won't have time to flee the blast. If you need to use a bomb-rock in battle, make sure that you've called back your troops. Bombs instantly detonate when they're exposed to flames, so never carry or use bomb-rocks when fire-breathing enemies are hot on your tail.



Captain Courageous

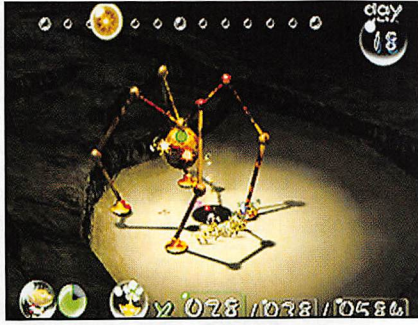


Olimar isn't defenseless. When he has no Pikmin to throw, press A to make him attack. You can land a few good hits, but the captain's moves are very weak. Save his meager assault for easy targets, such as flowers.

Olimar's Survival Tips

Keeping an Eye on Things

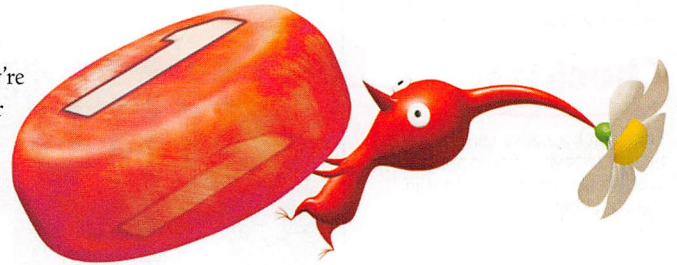
Learn to use the camera controls to your advantage. Enemies spin around to face you when you're battling them, so keep circling the camera around them with the L Button so you can target their defenseless backside. For other battles, a bird's-eye view of things will help you position yourself. Wollywogs and beady long legs are best battled using an aerial view of the action, so swing the camera up using Z and zoom in or out using R.



Viewing things from high above will help you navigate tricky walkways. Switch to bird's-eye view whenever you need a better vantage point.

Multitasking

Don't waste time waiting for work to get done. Pikmin will stay on task until they're finished, so you can leave them alone and do something else while they're busy. Order your troops to work on multiple tasks at the same time. For example, while one group is building a bridge, you can lead another group to tear down a gate, while a separate crew is fighting and others are dragging pellets back to the landing site.

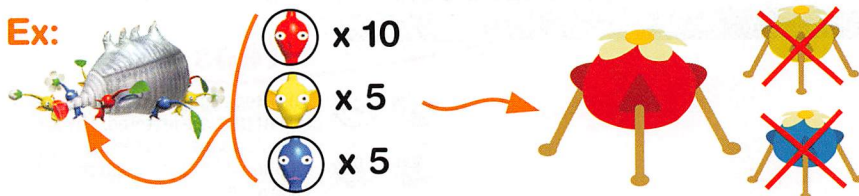


Using the Map

By juggling multiple tasks, you'll have Pikmin working all over the map. You won't be able to view your map until you recover your radar (rocket part 4 on page 25). Once you're able to get your bearings, press Y to check your map. The locations of your Pikmin will appear as colored dots, while rocket parts will appear as stars.

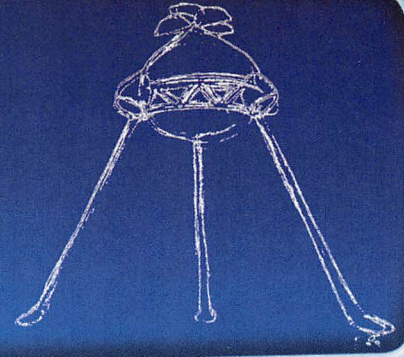
Divvying Up the Spoils of War

Pikmin can carry any enemy and any color of pellet, and they'll lug the cargo back to the onion that matches their color. If you want to boost the population of a specific color, let those particular Pikmin do the lifting. The majority rules, so if a group of Pikmin is carrying an enemy, the body will end up at the onion of the dominating color. In the example below, 20 Pikmin are carrying a blowhog. More reds are carrying the defeated enemy than yellows and blues, so the red onion will be beaming up the body and producing seeds.



Getting Your Bearings

Sure, I can pilot a rocket ship (that whole meteor run-in notwithstanding), but navigating a foreign planet loaded with too many things to keep track of is an altogether trickier matter. Rocket parts, bomb-rocks, sticks, nectar, geysers . . . I'll need to know the locations of all those things, so I'm going to need to map out my surroundings and detail the specifics if I want to lead my Pikmin down the road to victory.



Rocket Part

All 30 parts are numbered by their appearance in this book (not by the order in which you should collect them). The rocket parts that you can collect in an area appear in a blue box.

Checklist

For a quick rundown on the basic tasks you should perform in an area, consult the steps in the checklist.

Field Guide

All of the creatures that populate an area (some won't appear until subsequent visits) are listed. Check the Field Guide on page 65 for monster details.

How Many?

Steps for recovering each rocket part appear in detail. The number of Pikmin required to carry a rocket part appears in the blue circle.

Which Color?

The recommended number and color of Pikmin to use for a particular step appears in a colored square. Numbers in gray boxes indicate that any color of Pikmin can be used.

12 8 10 20

Map Key

1 Rocket Part
Stars are numbered 1 through 30 and represent rocket parts on the map.

Bomb-Rock
Lead your yellow Pikmin wherever bomb-rock icons appear to arm your pals with explosives.

Stick
Twig thickets that can be turned into poles for Pikmin to climb are represented by the stick icon.

Nectar
To turn your Pikmin into flower Pikmin, seek out the nectar locations represented by the gold blob.

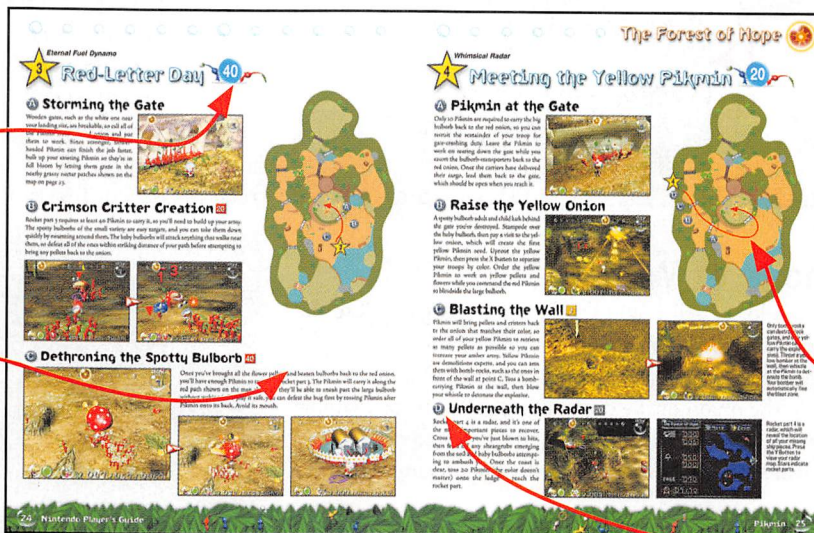
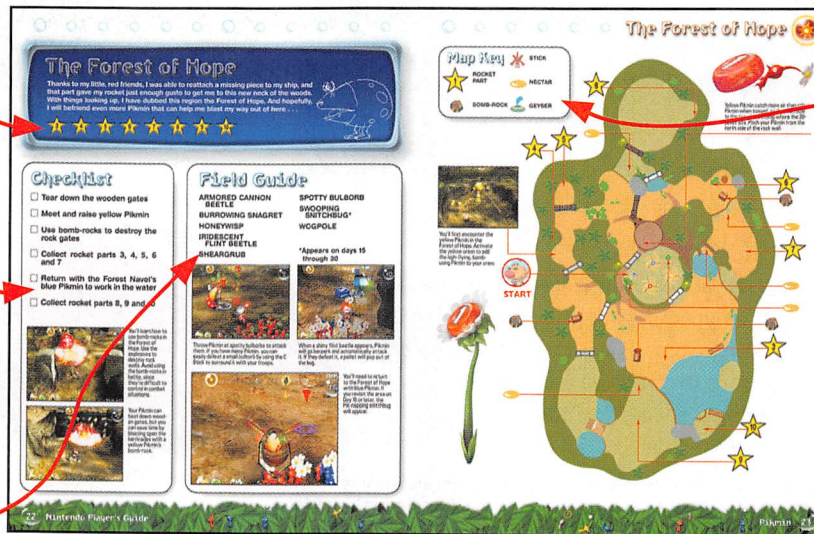
Geyser
If there's a geyser that Olimar can use to catch a lift, this icon will appear on the map.

Return Route

Once your Pikmin pick up a rocket part, they'll follow a fixed path leading them to your rocket. The red path on the map indicates your Pikmin's route home.

Steps

A B C D
The steps you must take to reach a rocket part are lettered. The letters also appear on the map at the location where you must perform each step.



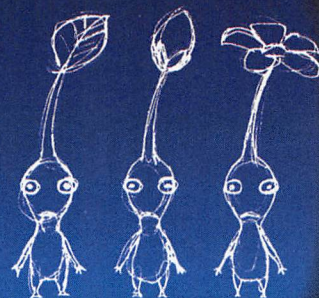
The Impact Site



Number of rocket parts required to unlock this area: 0

The Impact Site

All was going well until I zipped when I should have zagged and piloted my rocket straight into an incoming meteor. Now, as I lie shipwrecked with my rocket shattered into 30 pieces, I have come to realize that my days here are numbered. Perhaps if I cultivate a friendship with some of the local life-forms, I will find a way to leave this world behind . . .



Checklist

- ☐ Meet and raise red Pikmin
- ☐ Push the box
- ☐ Collect rocket part 1
- ☐ Return with the Forest Navel's blue Pikmin to collect rocket part 2

Field Guide

GOOLIX**

MAMUTA**

IRIDESCENT
FLINT BEETLE*

PEARLY CLAMCLAMP*

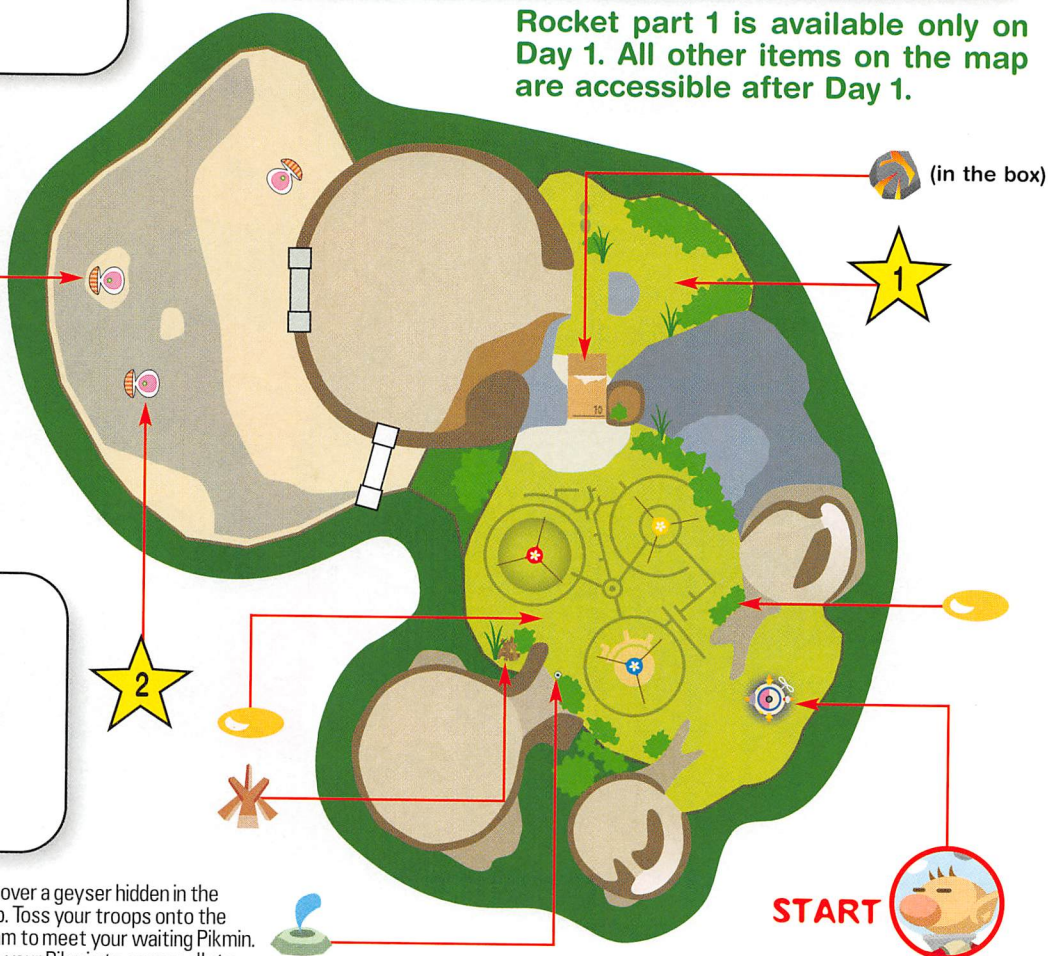
*Appears after Day 1

**Appears on Days 8 through 30



Revisit the Impact Site once you've recruited the blue Pikmin from the Forest Navel. With their sea legs, you'll be able to slosh over to the snapping clams and claim a piece of your ship and two pearls, which can sprout 50 Pikmin seedlings apiece.

Rocket part 1 is available only on Day 1. All other items on the map are accessible after Day 1.



Map Key



ROCKET
PART



STICK



NECTAR



BOMB-ROCK



GEYSER

After Day 1, your Pikmin will be able to uncover a geyser hidden in the flowery thicket behind the blue Pikmin ship. Toss your troops onto the nearby stump, then ride the geyser's stream to meet your waiting Pikmin. On top of the stump, you'll be able to guide your Pikmin to some pellets.

Main Engine

Day 1 Duties

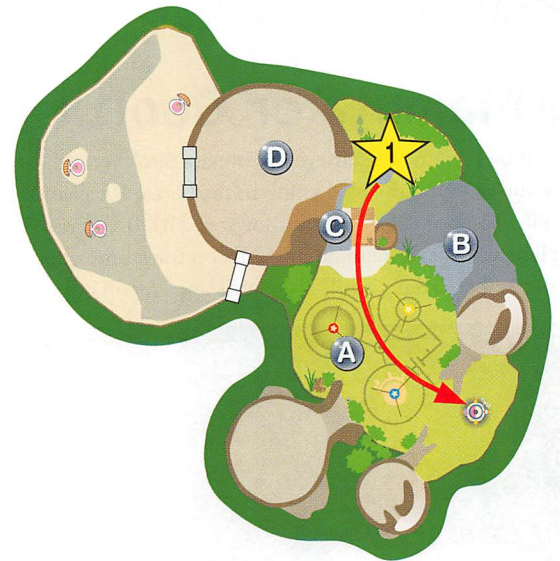
First Contact

Red Pikmin are the only friends you'll meet on Day 1. To make contact with the first red Pikmin, approach the maroon saucer nestled in the grass. The Pikmin mother ship—also known as an “onion”—will activate and spew out a single red seed when you walk up to it. Immediately thereafter, the seed will grow into a sprout. Press A to pluck it and meet your first Pikmin partner.



Fresh-Cut Flowers

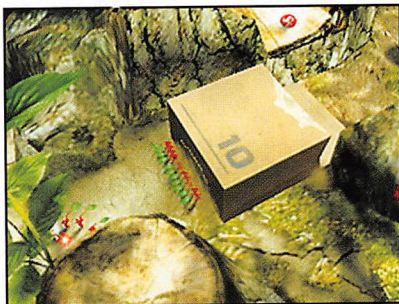
An army of one won't get you far, so you'll need to grow more Pikmin soldiers by chopping down flowers and harvesting the plants' pellets. Command your lone Pikmin to do the work by placing your targeting cursor on a flower and pressing A to toss the Pikmin at your target. The Pikmin will chop down the plant, and the fallen flower will turn into a red 1-pellet. Order the Pikmin to retrieve the pellet, which will produce two Pikmin seeds when it reaches the red onion.



You can't reach the ledge where the flower blooms, but your Pikmin can. Your troops will land inside or as close as possible to your targeting cursor, so set your sights on the ledge so the Pikmin can reach the flower and reap its pellet.

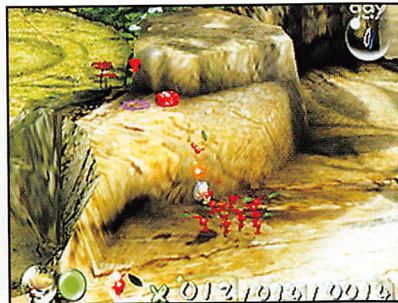
Box Step

It takes at least 10 Pikmin to push the box barricade, so continue chopping down flowers and retrieving their pellets. When you've harvested enough Pikmin, toss them in front of the box or steer them into it using the C Stick so they'll shove the box out of your way.



Starting the Countdown

The box you've moved will create a bridge leading to a stump, giving you access to the first rocket part. You'll need 20 Pikmin to carry the part, so march your troops onto the stump, where they'll find three 1-pellets and one 5-pellet. You'll be able to raise a maximum of 25 red Pikmin on Day 1, and that's more than enough Pikmin power to carry the rocket part back to your ship. Once the part's in place, you'll blast off for Day 2. From that day forth, enemies will inhabit the Impact Site and every day will have a time limit.



Beyond the box, you'll find more Pikmin-producing pellets. One sits on the stump's upper rim. Toss a Pikmin there to nab it.

★ **Positron Generator** 2 **Back with Blue and Yellow**

20

A Mamuta or Goolix 30 30

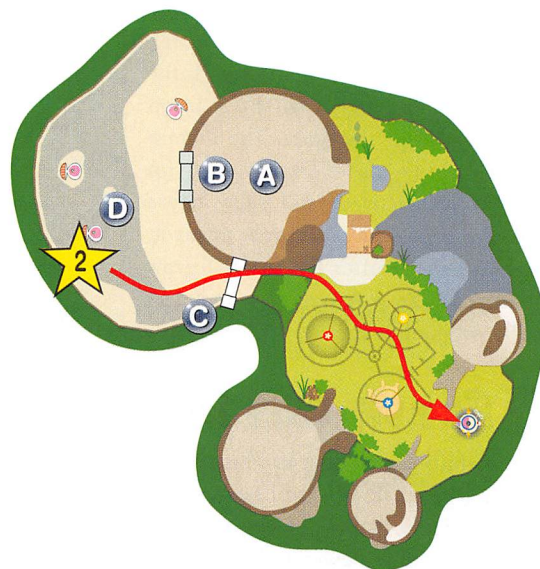
Only blue Pikmin can retrieve the Impact Site's second rocket part, so return to the area once you've found the blue onion in the Forest Navel and raised at least 30 blue buddies (you'll also need yellow Pikmin for step 2B). If you revisit the Impact Site after Day 8, you'll meet either a mamuta or goolix on the stump at point A. The mamuta appears on even-numbered days, while the goolix appears on odd-numbered days.



You can lay the smack down on the slaphappy mamuta, but its attacks are harmless—and helpful. With a mighty whack of its hand, the mamuta can replant Pikmin and instantly turn them into stronger, flower Pikmin.



Only blue Pikmin are safe from the goolix. Avoid touching the slime while using the C Stick to guide your blues into the goolix's one weak spot—its swirly blue nucleus. When they're close to it, release them by hitting X.



B An Explosive Entrance 3

Lead a few yellow Pikmin into the open end of the cardboard box. Inside, they'll find a stash of bomb-rocks. Detonate the explosives in front of the rock gate at the top of the stump.



C Shortcut

The pearly clamclamp at point D holds rocket part 2. Before you send your blues after it, command your yellows to use bomb-rocks or brute force on the white gate. The new path they open up will enable your Pikmin to take the red shortcut path for step 2D.



D On the Half Shell 8

Send several blue Pikmin into the pearly clamclamp's shell so they can work on whacking the rocket part free, then quickly call them back. Shortly after sensing Pikmin in its shell, the pearly clamclamp will snap shut and gobble up any Pikmin it has trapped. When it reopens, send the blue Pikmin back in then call them out before the shell clams up. Repeat the charge-and-retreat process until the clamclamp spits out the rocket part. If you have spare time, snatch the other clams' pearls, which are worth 50 Pikmin seeds apiece.



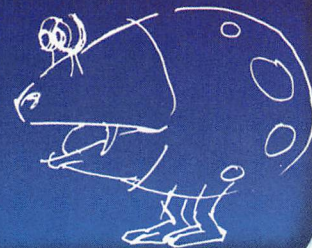
The Forest of Hope



Number of rocket parts required to unlock this area: **1**

The Forest of Hope

Thanks to my little, red friends, I was able to reattach a missing piece to my ship, and that part gave my rocket just enough gusto to get me to this new neck of the woods. With things looking up, I have dubbed this region the Forest of Hope. And hopefully, I will befriend even more Pikmin that can help me blast my way out of here . . .



Checklist

- ☐ Tear down the wooden gates
- ☐ Meet and raise yellow Pikmin
- ☐ Use bomb-rocks to destroy the rock gates
- ☐ Collect rocket parts 3, 4, 5, 6 and 7
- ☐ Return with the Forest Navel's blue Pikmin to work in the water
- ☐ Collect rocket parts 8, 9 and 10



You'll learn how to use bomb-rocks in the Forest of Hope. Use the explosives to destroy rock walls. Avoid using the bomb-rocks in battle, since they're difficult to control in combat situations.



Your Pikmin can beat down wooden gates, but you can save time by blasting open the barricades with a yellow Pikmin's bomb-rock.

Field Guide

ARMORED CANNON BEETLE

BURROWING SNAGRET

HONEYWISP

IRIDESCENT FLINT BEETLE

SHEARGRUB

SPOTTY BULBORB

SWOOPING SNITCHBUG*

WOGPOLE

*Appears on days 15 through 30



Throw Pikmin at spotty bulborbs to attack them. If you have many Pikmin, you can easily defeat a small bulborb by using the C Stick to surround it with your troops.



When a shiny flint beetle appears, Pikmin will go berserk and automatically attack it. If they defeat it, a pellet will pop out of the bug.



You'll need to return to the Forest of Hope with blue Pikmin. If you revisit the area on Day 15 or later, the Pik-napping snitchbug will appear.

The Forest of Hope

Map Key



ROCKET
PART



STICK



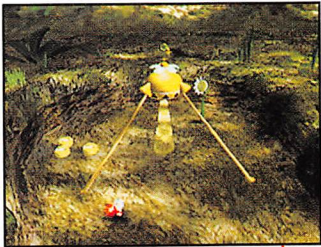
NECTAR



BOMB-ROCK



GEYSER



You'll first encounter the yellow Pikmin in the Forest of Hope. Activate the yellow onion to add the high-flying, bomb-using Pikmin to your crew.



START



Yellow Pikmin catch more air than other Pikmin when tossed, so they can soar to the top of the stump where the 20-pellet sits. Pitch your Pikmin from the north side of the rock wall.

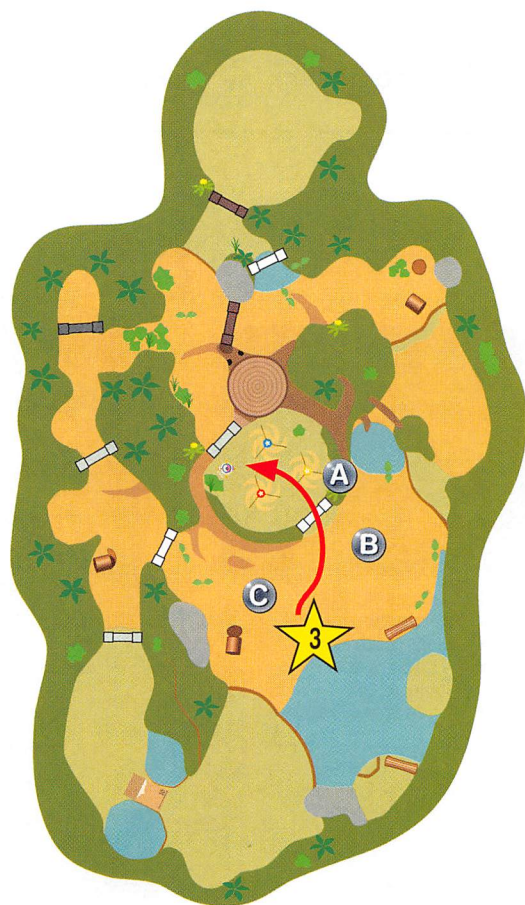
A Storming the Gate

Wooden gates, such as the white one near your landing site, are breakable, so call all of the Pikmin from the red onion and put them to work. Since stronger, flower-headed Pikmin can finish the job faster, bulk up your existing Pikmin so they're in full bloom by letting them graze in the nearby grassy nectar patches shown on the map on page 23.



B Crimson Critter Creation 20

Rocket part 3 requires at least 40 Pikmin to carry it, so you'll need to build up your army. The spotty bulborbs of the small variety are easy targets, and you can take them down quickly by swarming around them. The baby bulborbs will attack anything that walks near them, so defeat all of the ones within striking distance of your path before attempting to bring any pellets back to the onion.



C Dethroning the Spotty Bulborb 40



Once you've brought all the flower pellets and beaten bulborbs back to the red onion, you'll have enough Pikmin to transport rocket part 3. The Pikmin will carry it along the red path shown on the map above, so they'll be able to sneak past the large bulborb without waking it. To play it safe, you can defeat the bug first by tossing Pikmin after Pikmin onto its back. Avoid its mouth.





Whimsical Radar

Meeting the Yellow Pikmin

20

A Pikmin at the Gate

Only 10 Pikmin are required to carry the big bulborb back to the red onion, so you can recruit the remainder of your troop for gate-crashing duty. Leave the Pikmin to work on tearing down the gate while you escort the bulborb-transporters back to the red onion. Once the carriers have delivered their cargo, lead them back to the gate, which should be open when you reach it.



B Raise the Yellow Onion

A spotty bulborb adult and child lurk behind the gate you've destroyed. Stampede over the baby bulborb, then pay a visit to the yellow onion, which will create the first yellow Pikmin seed. Uproot the yellow Pikmin, then press the X Button to separate your troops by color. Order the yellow Pikmin to work on yellow pellets and flowers while you command the red Pikmin to blindside the large bulborb.



C Blasting the Wall

3

Pikmin will bring pellets and critters back to the onion that matches their color, so order all of your yellow Pikmin to retrieve as many pellets as possible so you can increase your amber army. Yellow Pikmin are demolitions experts, and you can arm them with bomb-rocks, such as the ones in front of the wall at point C. Toss a bomb-carrying Pikmin at the wall, then blow your whistle to detonate the explosive.



Only bomb-rocks can destroy rock gates, and only yellow Pikmin can carry the explosives. Throw a yellow bomber at the wall, then whistle at the Pikmin to detonate the bomb. Your bomber will automatically flee the blast zone.

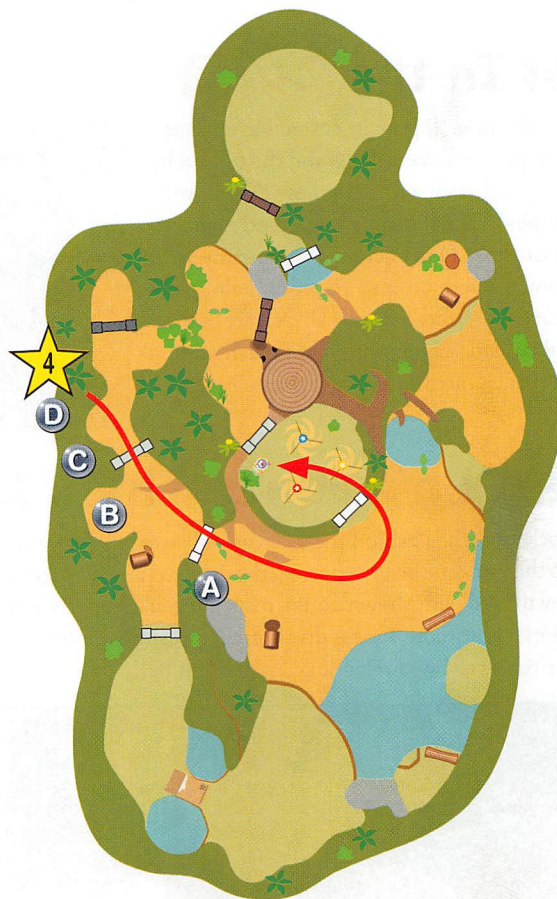
D Underneath the Radar

20

Rocket part 4 is a radar, and it's one of the most important pieces to recover. Cross the wall you've just blown to bits, then fend off any sheargrubs emerging from the soil and baby bulborbs attempting to ambush you. Once the coast is clear, toss 20 Pikmin (the color doesn't matter) onto the ledge to reach the rocket part.



Rocket part 4 is a radar, which will reveal the location of all your missing ship pieces. Press the Y Button to view your radar map. Stars indicate rocket parts.



Extraordinary Bolt **5 Up on a Ledge**



A In the Can 12

Bomb-rocks appear in covered areas, such as pipes, fossilized skulls and the tin can by the pond. Arm a dozen yellow Pikmin with bombs from the can, then send them to blast the wall at point A. Accompany your bombers with around 40 red Pikmin, since burrowing sheargrubs will surface and a pair of small bulborbs will ambush you by the wall. Once the area is secure, blast away.



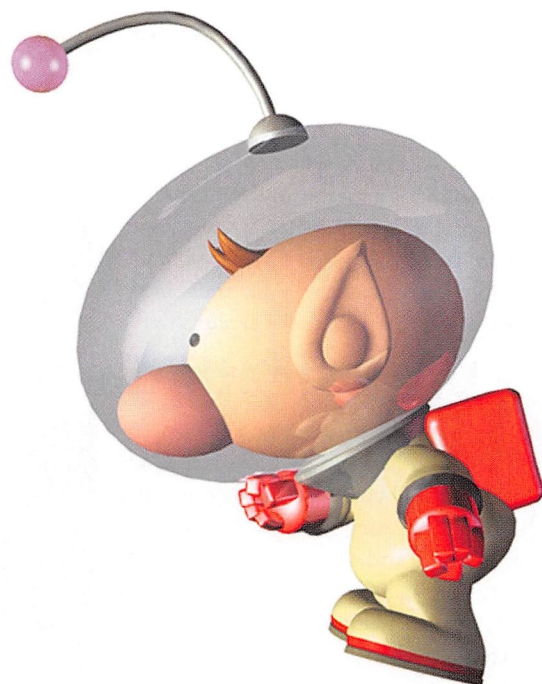
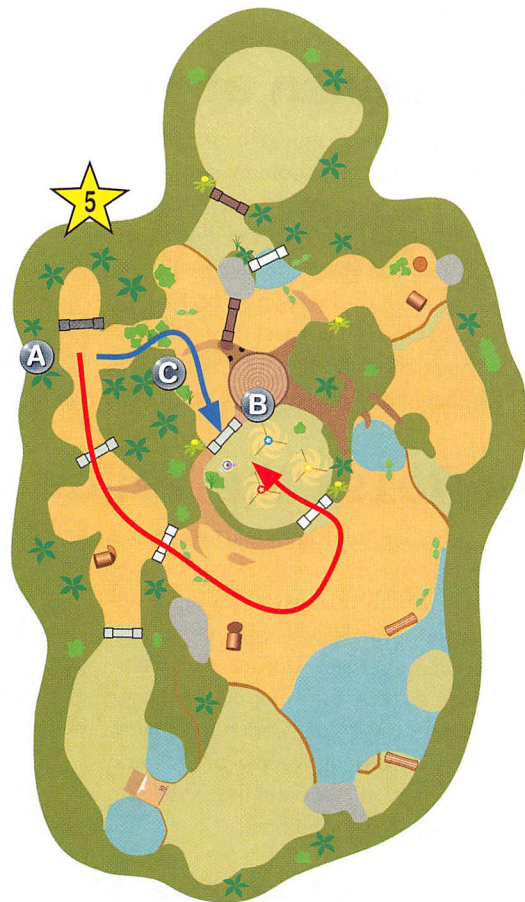
B Don't Fence Them In 3

Rocket part 5 is behind the wall you've blasted. Before you send your troops after it, clean up the war zone by transporting the defeated bugs back to the onions. Your Pikmin will follow the red path shown on the map, but you'll want to transport the rocket part using the shorter blue route. Access the shortcut by using your remaining yellow bombers to blow up the rock wall by your landing site at point B.



C Bulborb Bullying 50

Once you've opened up the blue shortcut, exterminate the creepy-crawlers patrolling the area before attempting to transport the rocket part. Comb the route with 50 or so Pikmin to defeat the large spotty bulborb and its baby, then send 30 Pikmin after the rocket part.





Nova Blaster (not required to leave the planet)

Beyond the Pond

20

A Tree Tunnel

A black gate barricades the road leading to rocket part 6. You'll need to tear down the blockade so your Pikmin can carry home the ship piece, but leave the gate standing for the time being. Reach the rocket part by slipping through the tunnel carved into the tree stump's root at point A. Lead an army of red Pikmin and several yellow Pikmin through the sneaky shortcut and head to point B.



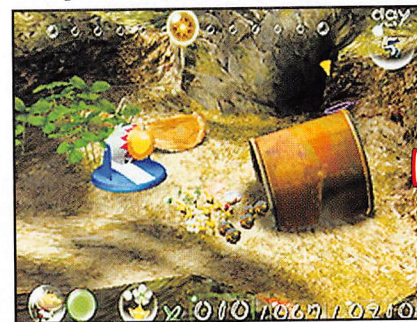
B The Coast Is Clear 45

The two tiny bulborbs will double-team you if you attack the large, sleeping bulborb, so lay the baby bugs to rest first. Once you've defeated all of the bulborbs, gather your red Pikmin around the rocket part to bring it back to your landing site. The Pikmin transporting items won't be able to squeeze their cargo through the tree tunnel at point A, so you'll have to open up the black gate.



C Bomb the Black Gate 2

The quickest way to open the black gate is by using the bomb-rocks hidden in the tin can by point B. Arm at least two yellow Pikmin with the explosives, then blow up the gate (make sure the blast zone isn't clogged with Pikmin). Bombs can easily destroy wooden gates, so you'll be able to decimate the black one in no time. Once it's out of your way, your Pikmin will be able to continue carrying the rocket part along the red path shown on the map.



Olimar can swim, but red and yellow Pikmin can't. If your Pikmin accidentally take a dip in the nearby puddle, they'll drown unless you call them back to dry land. Keep pressing B to blow your whistle and lead your soggy soldiers to shore. As long as they're within earshot of your whistle and they haven't been splashing around too long, your incessant tooting will lead them back to shore.



Shock Absorber

Rocket Part Plateau

30

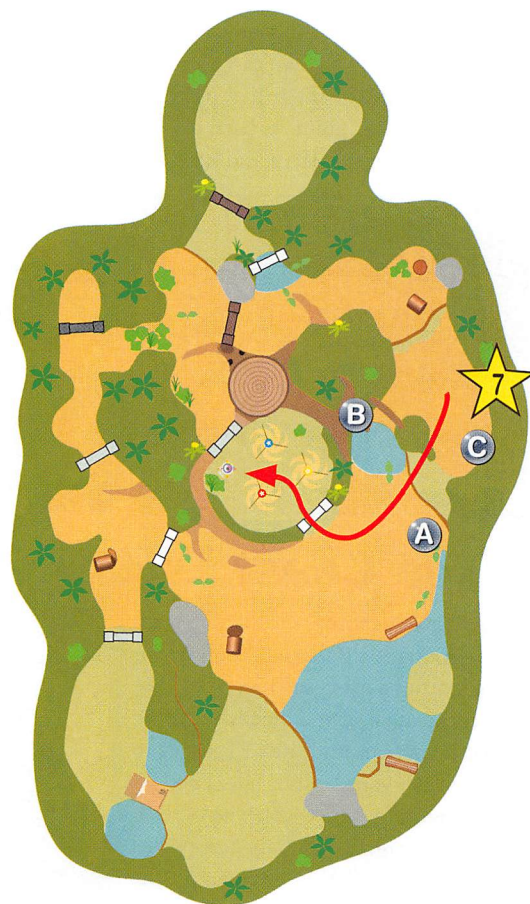
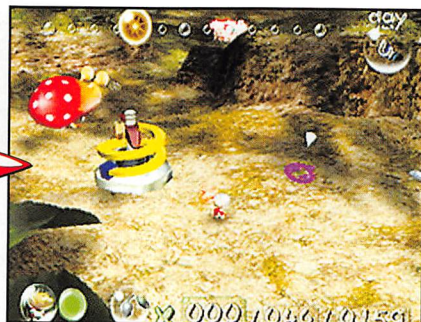
A Launch 'Em onto the Ledge 35

Rocket part 7 sits atop a plateau. The only way for Olimar to reach the higher ground is by trudging through the adjacent pond, so you'll have to toss your Pikmin onto the ledge and meet them there. Throw a few dozen Pikmin onto the plateau from point A. If you're closer to the spot where you found rocket part 6, you can throw Pikmin from that side of the plateau, too.



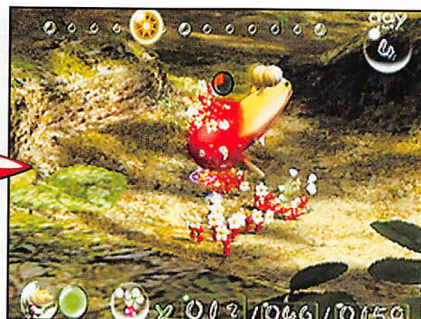
B All by Yourself

Once your Pikmin are on the plateau, leave them behind. Captain Olimar can't jump or climb to their level, so you'll have to locate a sloping walkway so you can work your way up the plateau and rejoin them. You'll find exactly what you're looking for at point B, so slosh through the pond, then mosey on up the tree root ramp to reunite with your troops at the top of the plateau.



C A Wake-Up Call to Arms 30

A big bulborb is taking a nap smack-dab in the middle of your Pikmin's path home. They need to walk past the bulborb to transport the rocket part back to your ship, so defeat the snoozer to ensure safe passage. Sic your Pikmin onto the bulborb's backside. Sic your Pikmin onto the bulborb's backside and steer them to the rear if they get shaken off. Maximize the damage you deal by marching some Pikmin into the bulborb's heels as you hurl others onto its back.





Radiation Canopy

Armored Cannon Beetle Battle

30

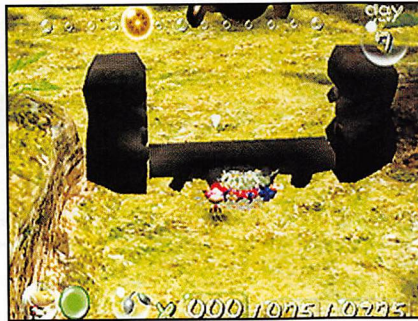
A Splish-Splash 40

You won't be able to retrieve rocket part 8 until you've recruited a few blue Pikmin from the Forest Navel. Only blue Pikmin can survive in water, so lead some seafaring blues to the white gate in the puddle at point A. You're trying to reach an armored cannon beetle, and you'll need a sizable army to defeat it. If you don't have at least 40 blue Pikmin for the battle, toss some red or yellow soldiers onto the grassy ledge near point B.



B From Wall to Wall

Once the white gate is open, lead your blue Pikmin through its threshold and put them to work on the black gate at the top of the grassy plateau. If you've tossed some red or yellow backup soldiers onto the ledge at point B, rendezvous with them and order them to help the blues tear down the black gate.

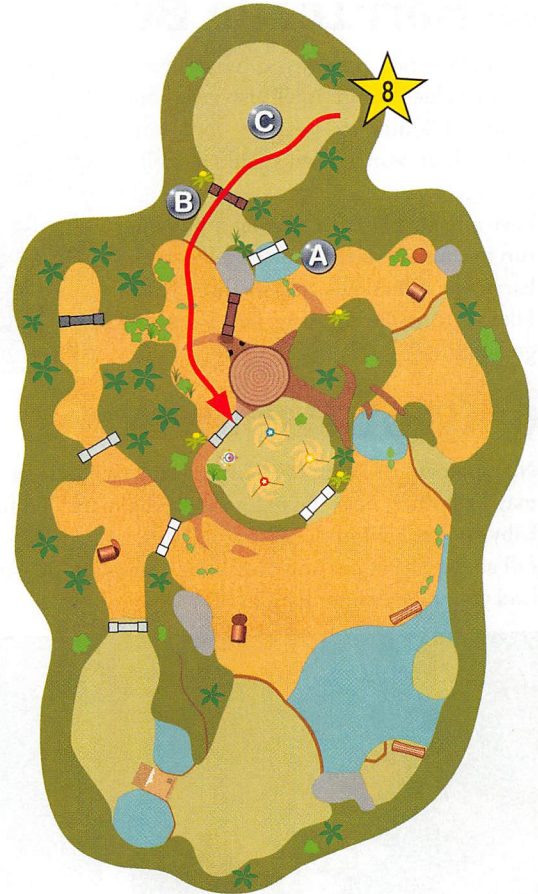


C Beetlemania 40

The armored cannon beetle guards a rocket part, and it will fire stones from its snout. The beetle's vulnerable spot is its red backside, which is encased in its protective shell. To uncover the weak spot, you must plug up the beetle's small nasal cavity with one of your Pikmin. When the beetle inhales, fire Pikmin at its tiny intake valve. If its snorts up a Pikmin in the process, you'll plug up the bug, causing it to open its wings. Use the C Stick to lead your Pikmin to the back of the bug, where its red vulnerable insides will be exposed. Toss Pikmin onto its rosy rump to defeat the beetle and claim your rocket part.



Fire Pikmin into the beetle's nostril to stuff up the bug and cause its shell to pop open. When the beetle exposes its red body, circle to the rear and attack it. Repeat the process to defeat it. If you bring the exterminated beetle to an onion, it will produce 50 Pikmin seeds.



A Barricade Bombing 3

To reach rocket part 9, you must have at least 10 blue Pikmin. You'll also need some yellow Pikmin to destroy the stone barricade at point A. You should demolish every gate you come across, so you might have already blasted it during a bombing run to complete step 5A on page 26. If the barricade still stands, call in three yellow Pikmin to make the gate fall down and go boom.



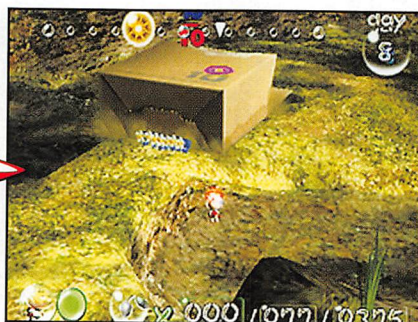
B Spot Removers 30

New enemies rise with the morning sun, so be sure to get rid of any new bulborbs that may be lurking near the red path on the map. Two full-grown spotty bulborbs and a baby snooze behind the gate at point A, and you'll be able to defeat them if you use a full squad of Pikmin and attack the adults one at a time. When the area is pest-free, lead your blue Pikmin to point C.



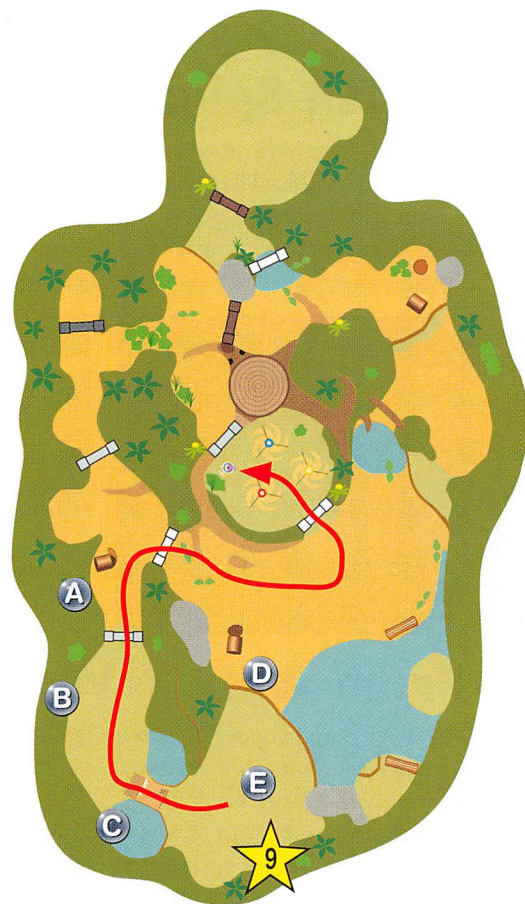
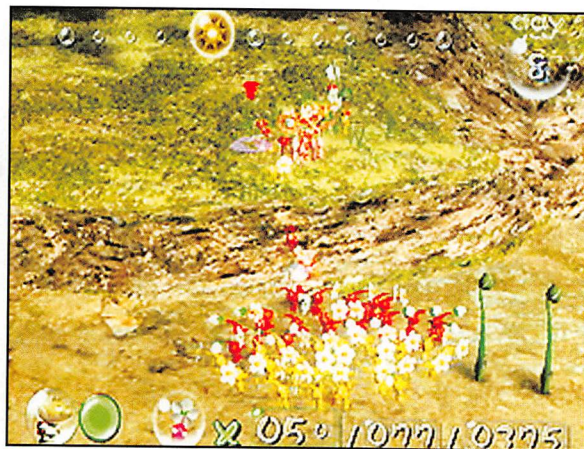
C Boxed In, Box Out 10

Only blue Pikmin can move the box that blocks the grassy walkway leading to rocket part 9. Stand in either puddle beside the box, then toss at least 10 Pikmin behind the box's far end. Once they've pushed the box aside, lead a full battalion across the path. Your blues will have no problem crossing, but avoid leading large mobs of reds and yellows over the walkway or they'll spill into the puddles. To get reds and yellows to point E, use step 9D.



D Red and Yellow Path

An army of 40 Pikmin will give you a fighting chance against the burrowing snagrets at point E. If you need to recruit some reds and yellows for the fight, toss them over the ledge at point D. Head back through C to rejoin your waiting Pikmin atop the plateau.



E Burrowing Snagrets 40

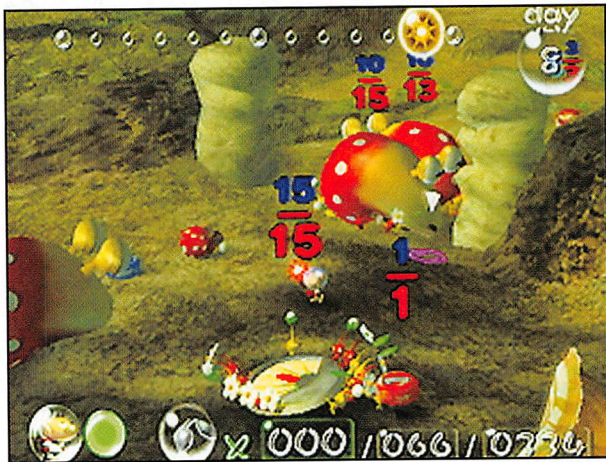
Three burrowing snagrets lurk beneath the area surrounding point D. March your Pikmin across the lawn until a snagret rears its ugly head. Steer clear of its beak, then press the C Stick toward the bird's neck so your squad attacks it. Concentrate your Pikmin around the back of the snagret's neck since it will try to peck at any Pikmin that are in front of it or attacking its throat. After a few seconds of battling, the snagret will retreat below the surface. Command your troops to regroup, then lead them around the combat site's immediate vicinity to lure the bird out for another round. As it reemerges, move your Pikmin directly on top of the bird—that way, your Pikmin will cling to the snagret's head and the upper reaches of its neck, where it'll be more difficult for the bird to pick off attackers.



The burrowing snagret closest to the ledge near point D holds the rocket part. Make sure that you defeat all three birds before attempting to transport the rocket part, or the surviving snagrets will ambush your Pikmin as they trek back to your ship.



While it's difficult to lead a mob of Pikmin across the bridge at point C, your troops will have no trouble crossing it when they're transporting items. Pikmin with cargo will follow the red path shown on the map, and they'll never accidentally fall into the water.



As long as the red path shown on the map is clear of enemies, your Pikmin will have a safe trip transporting the rocket part and rainbow assortment of pellets they won from the burrowing snagrets.



Sagittarius

On Pikmin Pond

20

A Coast to Coast 25

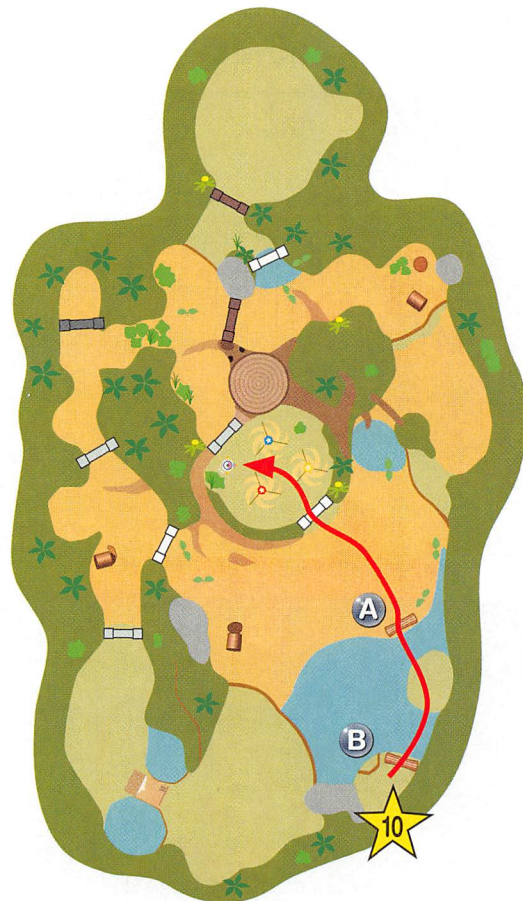
You'll need to build two bridges to reach rocket part 10. Only blue Pikmin can build the second bridge, while any type of Pikmin can construct the first one. Summon 25 Pikmin of any color, then call out an additional 25 blue Pikmin. As you head out to transform the wood bundle on the shore into a bridge, a few sheargrubs will attack. Swarm around them to exterminate them, then go to work on the first bridge.

**B Island Getaway** 25

While half of your crew is slapping together a bridge, you can lead your 25 blue Pikmin into the pond to reach another bundle of wood. Harmless wogpoles populate the pond, and your Pikmin will automatically attack if they get close to one. Let a few Pikmin clean up the pond while you swim across the water. Dry off at point B, then toss your blue Pikmin behind the wood pile to start work on a second bridge.



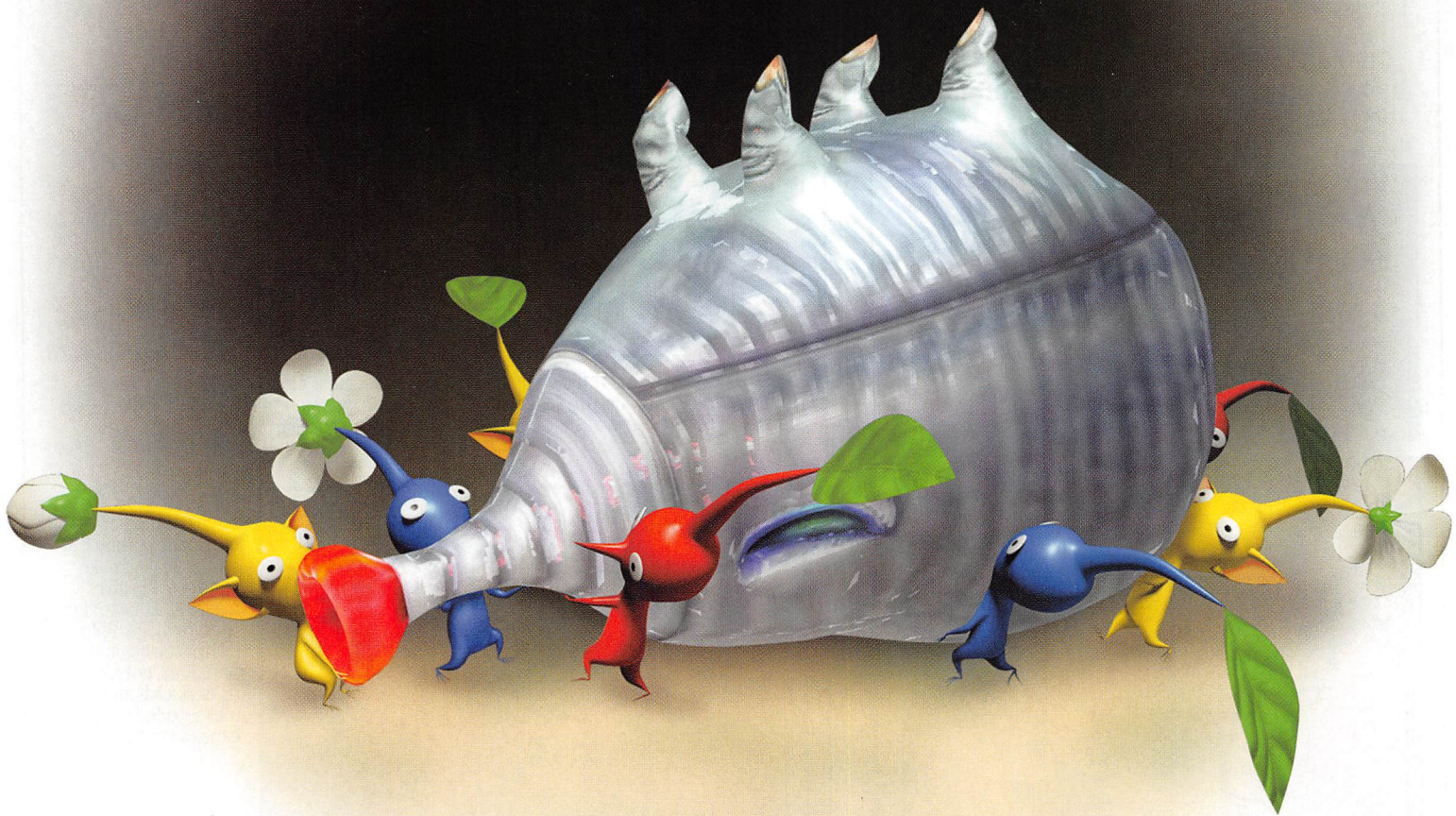
Only blue Pikmin can build the second bridge. Lead your blues into the pond, then stand on the small ledge on the far shore and throw them.



Once both bridges are complete, your Pikmin will be able to transport rocket part 10 from the far shore to the island and back to the main shore.



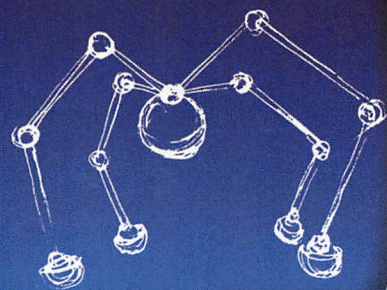
The Forest Navel



Number of rocket parts required to unlock this area: **5**

The Forest Navel

Without Pikmin that can swim, I figured it best to leave the four waterlogged pieces in the first two regions of my expedition for a later visit. Content to move on, I've ventured into the belly of this world. I'm crossing my fingers that things will go swimmingly here and that I'll find more than just lint in the Forest Navel.



Checklist

- ☐ Meet and raise blue Pikmin*
- ☐ Bomb gates and build bridges
- ☐ Defeat fiery blowhogs
- ☐ Collect nine rocket parts

*Challenge Mode (see page 78) becomes available once you meet all three types of Pikmin



The blue Pikmin you meet will be able to help you complete the first two levels of the game. You'll need to build up your blue army first, so load up the blue onion with pellets.



Volcanic openings in the ground pepper the region. The holes shoot fire into the air, and only red Pikmin are fireproof.

Field Guide

BEADY LONG LEGS

BREADBUG

FIERY BLOWHOG

HONEYWISP

IRIDESCENT
FLINT BEETLE

PUFFSTOOL

SHEARGRUB

SHEARWIG

WOLLYWOG



Shearwigs burrow out of the ground like sheargrubs, but they can fly. Take them down by tossing Pikmin at the airborne pests.



Steer clear of the wollywog's shadow—anything that stands in it will be flattened by the pouncing hopper.



You'll want to snuff out all of the fiery blowhogs or they'll barbecue your blue and yellow Pikmin. Use red Pikmin to fight the blowhogs. Yellow Pikmin can bomb the fiery foes, but it's risky since bomb-rocks explode when exposed to flames.

The Forest Navel



Map Key



ROCKET
PART



STICK



NECTAR



BOMB-ROCK

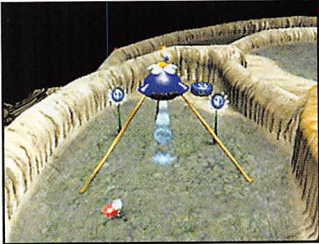


GEYSER



Rocket part 14 sits in the stomach of the breadbug, which roams all over the map. The roving bug is attracted to pellets, so leave some sitting around to lure the scavenger.

START



You'll find the final type of Pikmin—the swimming blue Pikmin—at the blue onion in one of the puddles.



#1 Ionium Jet

11

The Blue Pikmin's First Job

15

A Don't Go the Distance 30

The Forest Navel features plenty of gates, and most of them stand in the way of shortcuts. Start your day right and open up one of the shortcuts by recruiting 30 or so Pikmin to tear down the wooden barricade behind the red onion. While your Pikmin are busy breaking down the gate, hightail it to point B to meet the third and final type of Pikmin you'll need to retrieve all of your scattered rocket parts.



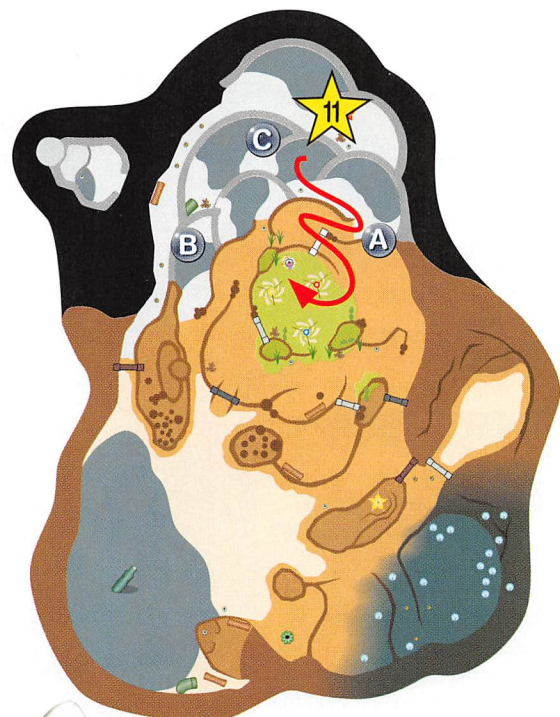
B Blue Rendezvous

If you look into the distance beyond the gate at point A, you'll be able to spy some blue flowers peeking over the stair-stepped reservoirs. Make a beeline for the flowers to find the blue onion. When you activate it, the blue Pikmin mother ship will spit out a blue Pikmin seed. It'll take a few seconds before the seed is ripe for the picking, so you can get a jump on things by whacking down the nearby flowers yourself. Repeatedly tap A to hit a flower.



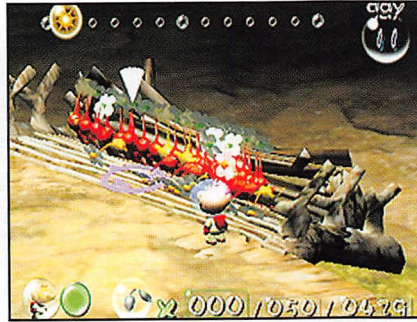
C The Water's Fine 15

Harvest all of the pellets and flowers surrounding the puddle until you've raised 15 blue Pikmin. When you reach the magic number, lead your blue team to point C. Blue Pikmin are the only Pikmin that can swim, so they'll be able to wade to the rocket piece sitting in the pool. By the time they transport the piece to point A, your gate-crashers will have opened up the shortcut, enabling your blue Pikmin to follow the red path on the map.



A Ramped-Up Work

Call out 25 yellow Pikmin and as many red Pikmin as possible, then march them to the two wood bundles at point A. Put half of your crew to work on rolling out the upper bundle and the other half to work on the bundle one level below. The two ramps your armies create will make your return hike to your hilltop landing site a much easier and shorter trip. When the job is finished, press X to separate your troops.



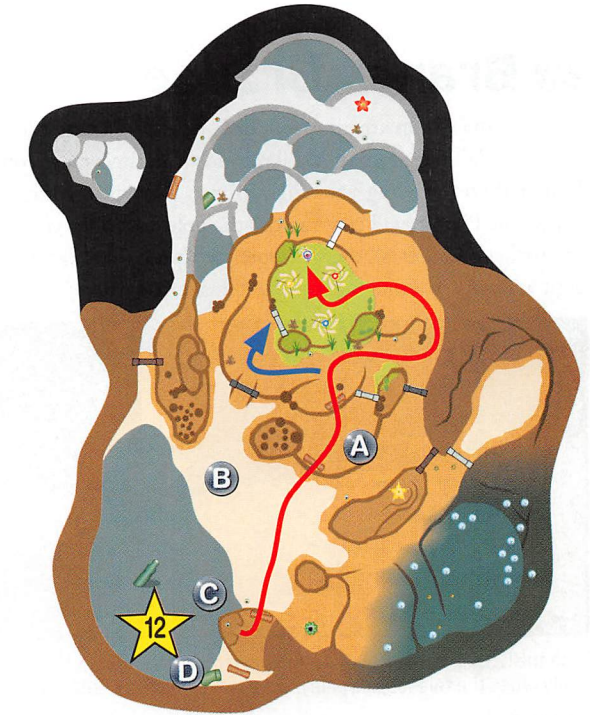
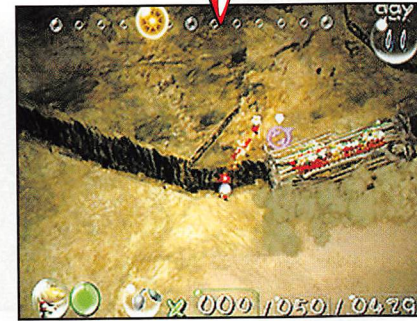
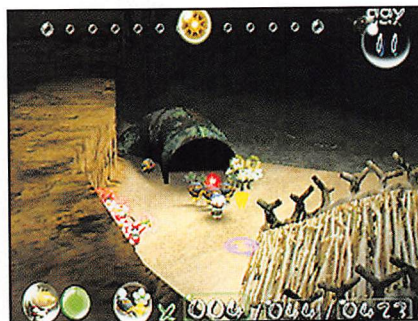
B Red-Hot and Bothered 60

Fiery blowhogs patrol the beach below the ramps. The fire-breathers will torch yellow and blue Pikmin, but red Pikmin are fire-proof. Send 20 or so red Pikmin to battle each of the blowhogs to secure the hot zone. Shoot your soldiers onto a blowhog's back to attack it, and make sure that its snout is pointed away from the water—otherwise, when the hog bucks, it'll launch your Pikmin into the drink.



C Bombs on the Beach 25

The red Pikmin will continue battling the blowhogs on their own if you leave. As the heated battle rages on, take command of your yellow troops. Lead them to the beach-front ledge, then hurl them so they land behind the bundle of sticks. After your yellow workers slap together the ramp, put them to work on the opposite ramp then arm them with the bomb-rocks hidden in the nearby pipe.



D Saving Time 25 6

Gather up your red troops and command them to carry off the rocket part. If you have any leftover reds, skip ahead and put them to work on step 16B on page 41. The Pikmin retrieving the rocket part will follow the red path shown above, but they can take the blue shortcut if you blow up the rock wall by your landing site. Race to the barricade with your yellow bombers to blast it open.





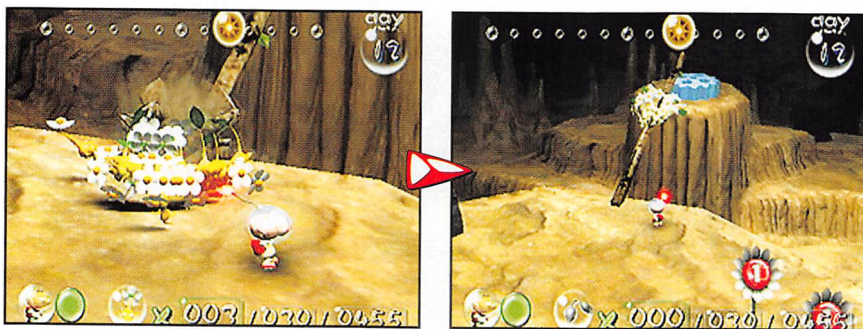
Automatic Gear

Into the Pole Position

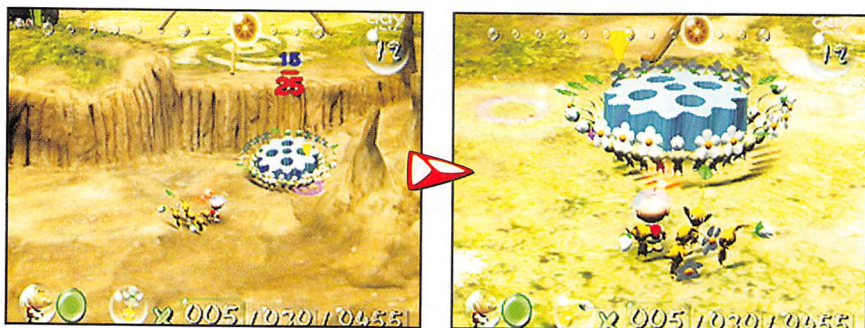


A Branch Bridge 20

Pikmin can fashion any tiny tangle of sticks into a single long pole, which they can use as a ladder. Call out at least 30 Pikmin to work their magic on the stick thicket at point A. Rather than throwing your Pikmin into the twigs, guide your troop there using the C Stick. The Pikmin will crawl across the pole once they've extended it over the mesa where the rocket piece rests. A few troopers will probably fall off the mesa, but as long as you've sent at least 20, enough Pikmin will make it across to carry the piece back to your ship.



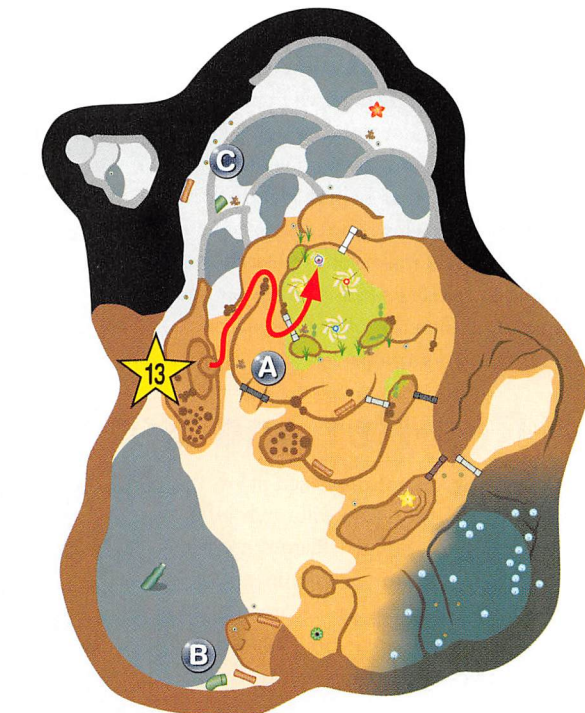
Use the C Stick to maneuver your Pikmin toward the crisscrossed sticks. Your Pikmin will automatically cross the telescoping pole once they've finished extending it.



Always recruit more Pikmin than necessary just in case a few don't make the journey. As long as you send more than 20 Pikmin, enough climbers will reach the rocket part.

B Bombing Run 20

Since your Pikmin will automatically cross the pole and carry the rocket piece home once they've finished bridging the gap, you can carry out another task while they're working. Blowing up gates is an efficient way to spend your time, so enlist around 20 yellow Pikmin and arm them with bombs from the beachfront pipe at point B. Blast open any gate you come across, because it'll open either a shortcut or a new area to explore.



C More Bombs 10

To find more bombs, head to the reservoir beside the puddle where you met the blue Pikmin. Walk your yellow Pikmin across the reservoir's shore to the ridge overlooking point C. Throw your Pikmin over the ridge, then rejoin them by walking through the reservoir to your right. Grab the bomb-rocks in the pipe, then toss your Pikmin back over the ridge. When you reunite with them, tag them to assume command of them—don't whistle or they'll detonate their explosives.





Space Float (not required to leave the planet)

The Roving Rocket Part

25

A Hunters and Gatherers

The pokey breadbug loves to scrounge up flower pellets to take back to its leafy lair at point A. The scavenger has also swallowed Olimar's flotation device, so you'll have to defeat the critter to reclaim the piece. The breadbug circles the region in search of pellets, and you can use them as bait. By leaving pellets out in the open, you'll lure the bug to them. You can also track the breadbug with your game's map—the bug appears as the only star without a fixed location.



What the Pikmin Dragged In 2

The breadbug sports thick armor, so don't waste time trying to attack its shell. Instead, wait for the breadbug to notice one of the pellets you've left lying around. When it grabs the tablet in its mouth, the bug will try to drag the pellet to point A. Direct your Pikmin toward the pellet using the C Stick so they grab hold of the food as well. If you put enough Pikmin on the job, they'll win the tug-of-war and drag the persistent bugger straight back to their onion. When the onion beams up the pellet, it'll take the breadbug with it. The breadbug won't fit into the ship, though, and the pest will bonk its head on the onion's underside and take damage. The breadbug will survive its first beam-up into an onion, so you'll have to repeat the process a second time before the critter will surrender its last gasp and rocket part 14. You can always stake out the breadbug's lair at point A, but make sure that none of your Pikmin get dragged into its nest during a tug-of-war match, or you'll lose your Pikmin.



Send multiple Pikmin after whatever the breadbug is dragging. If you put enough Pikmin on the job, they'll be strong enough to drag the breadbug back to their onion.

When the onion beams up the breadbug and its pellet, the breadbug will take 99% damage. A second trip to an onion will defeat the breadbug and free the rocket part.



You can defeat a breadbug in battle, but it'll take a heavy barrage of Pikmin to exterminate the pest. If you're up for the challenge, occupy the breadbug with a pellet being dragged by a Pikmin—the tug-of-war match will slow down your enemy.



Non-Dioxin

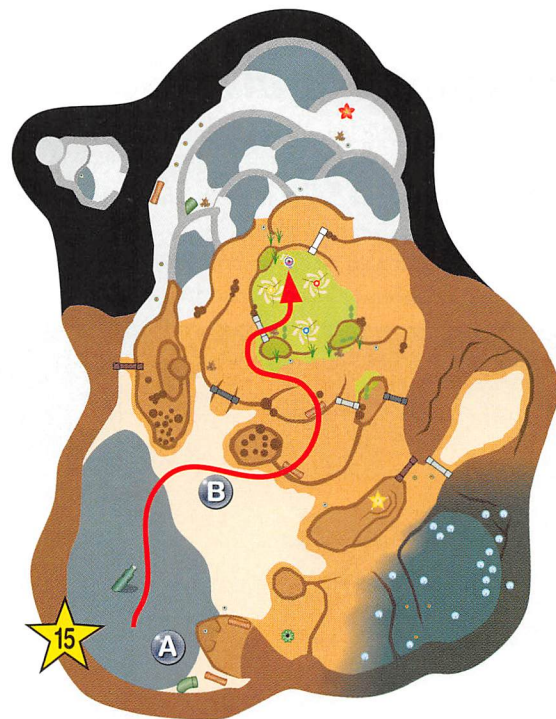
Out to Sea

40



A Hopping-Mad 60

Rocket part 15 sits in the water, so lead your blue Pikmin out to sea. You'll need at least 60 of the blue troopers—with a sizable army, you'll be able to make the hopping wollywogs croak before they have a chance to belly flop on top of your crew. Concentrate your blue Pikmin into a tight unit using the C Stick, then slowly approach a wollywog to get its attention. When it notices you, it will leap forward. Back your troops away from the shadow it casts on the ground, then charge the wollywog the second it lands.



Swarm over the wollywog as soon as it lands. If you surround it with at least 60 attacking Pikmin, the wollywog won't have a chance to leap back into the air.

B Fire Escape 40

If you haven't defeated all of the fiery blowhogs on the beach, they'll attack your blue Pikmin as they transport the rocket piece that was lost at sea. Avoid baking the blue Pikmin by leaving the rocket part on the shore and returning with 40 red Pikmin. Your red soldiers are safe to carry the piece through a firefight, and they can battle the blowhogs if you've got time to spare.





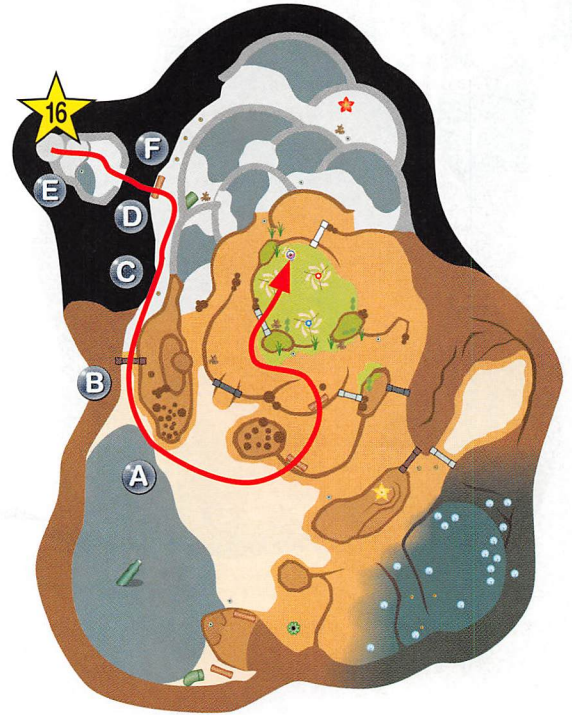
Libra

The Long and Winding Road

15

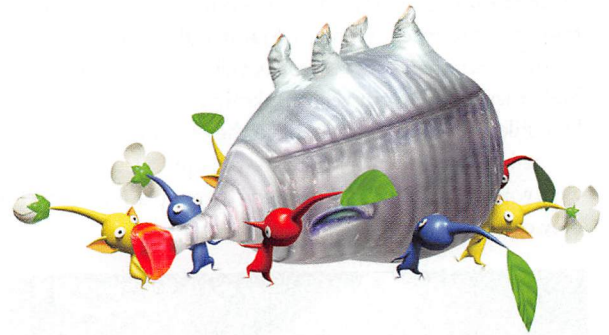
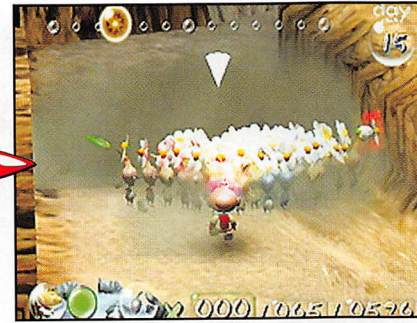
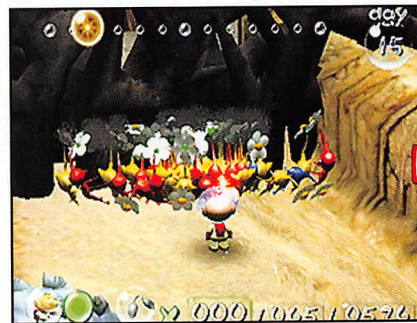
A Around the Bend

Make sure that you've defeated all of the blowhogs on the beach (one guards the gate at point B), then march out 20 yellows, 25 blues (rocket part 17 on page 44 is just up the road from point F, so you'll need some blue Pikmin) and as many red Pikmin as possible. Lead your battalion to the beach and round the bend at point A using the C Stick. Carefully maneuver your troops so the nonswimmers don't take a dunk. If some Pikmin get stuck on the corner, hit X to separate your troops, then lead the smaller units one group at a time.



B Beating Down the Door

If you haven't already torn down the gate at point B, you'll need to beat down the barricade. To save time, pull a few yellow Pikmin off the job. While the other Pikmin continue working on the gate, lead your handful of yellow Pikmin to the beachfront pipe. Load up your yellow bombers with the pipe's bomb-rock supply, then return to the gate for a blast. By the time you reach point B, the gate should be partially lowered, so one explosion should finish the job.

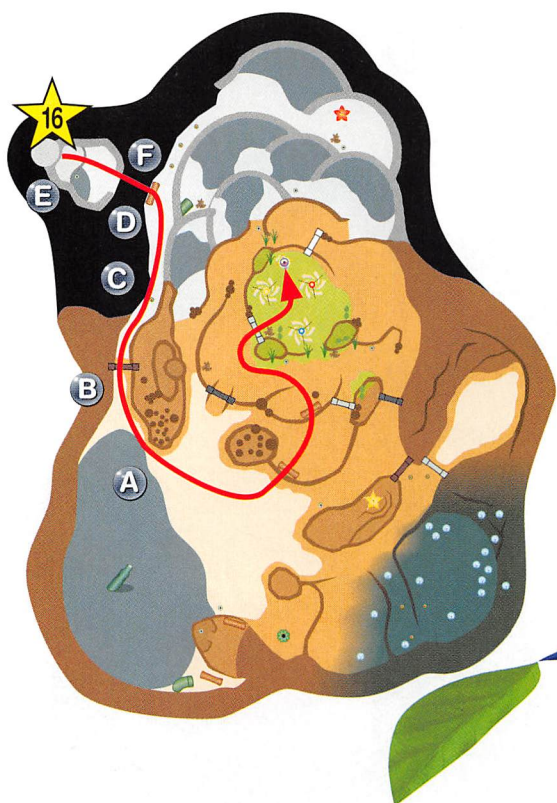


C Firetrap

On the other side of the gate is a narrow pathway dotted with volcanic holes. The fire-spewing openings resemble geysers, but they'll scorch every member of your brigade that isn't red (including Captain Olimar). Keep your team safe from the fire hazards by marching up the path in a single-file line. Walk along either side of the pathway while pressing the C Stick toward the edge of the road to keep your followers far from the fire.



There's no way to save a Pikmin that's on fire, so steer clear of the volcanic spouts. Use the C Stick to march your Pikmin in a single-file line.



D Bridging the Gap

Halfway up the path, you'll come across a bundle of sticks that your Pikmin can use to build a bridge to rocket part 16. Rocket part 17 is farther up the path, and you'll have plenty of time to grab it while your Pikmin are rolling out the bridge. Pull 20 blue Pikmin out of the pack, then put the rest of your troops to work on the bridge. If you lead your blue Pikmin up the path to the puddle, you'll be able to skip step 17A on page 44 when retrieving rocket part 17.

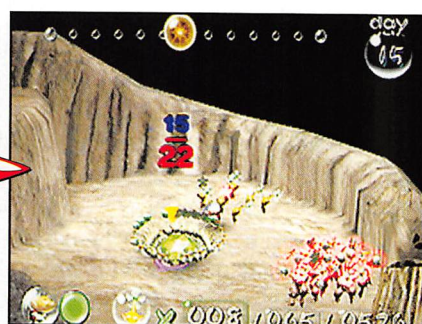
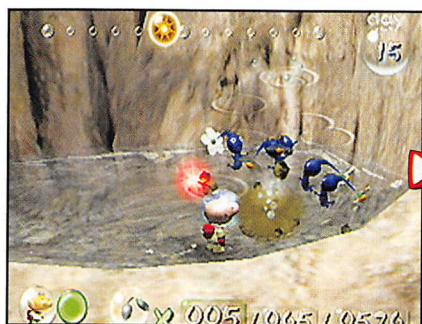


While working on the bridge, you can send some blue Pikmin off to carry out step 17A, but leave at least one blue Pikmin with the bridge workers. You won't be able to complete step 16E without a blue Pikmin.



E Stepping Up 20 5

Once the bridge is finished, lead your yellow and blue Pikmin across to reach the mesa. Stand at the foot of the ledge on the mesa, then toss at least 15 yellow Pikmin to the next higher level. After your yellow Pikmin are in place, lead your blue Pikmin into the tiny pool so they can uncover the submerged geyser. Ride the geyser to the upper level to reunite with your yellow Pikmin, then toss them up another level so they can nab the rocket part.



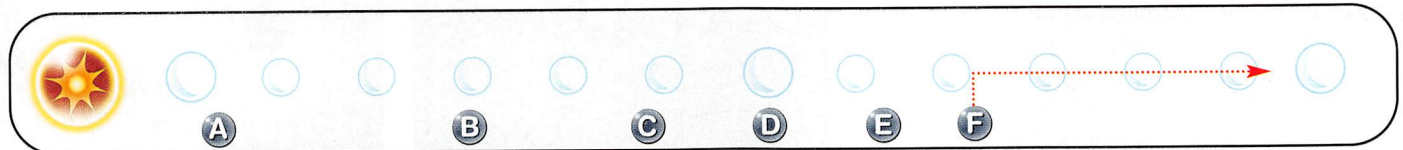
Launch your yellows onto the second level of the mesa, then ride the geyser to meet them. From the second level, toss your yellows to the top of the mesa, where they'll find the rocket part.

F Hotfooting It Home 20

Let the yellows bring the rocket part to ground level, then dismiss them with your whistle. Your Pikmin must carry the rocket part back down the fiery walkway, and there's no way for them to avoid the flames from the volcanic spouts. Since the fire won't bother your red troopers, hand off rocket part 16 to them so they can carry the load home. It's a good idea to be going after rocket part 17 at the same time, so follow the steps on page 44 and make sure that you have at least 20 red Pikmin left—they're the only ones that can safely carry parts down the path.

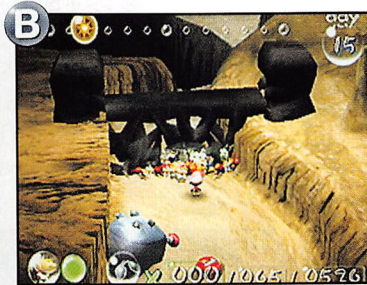


Once the yellows deliver the rocket part to the bottom level, relieve them of their duties. Reassign the red Pikmin to the rocket part since they're the only ones that can safely carry the part down the fiery walkway.



Schedule for Part 16

Retrieving rocket part 16 is a full-day process, so you can't waste any time. Make sure that you've gotten rid of all the puffy blowhogs on a previous day, then begin steps A through F. Each step appears on the time line above, and the letter's location on the chart corresponds with when you should be performing the task. Stick with the schedule above to beat the clock. If you reach step F with less than one-third of a day left, you probably won't finish by nightfall.



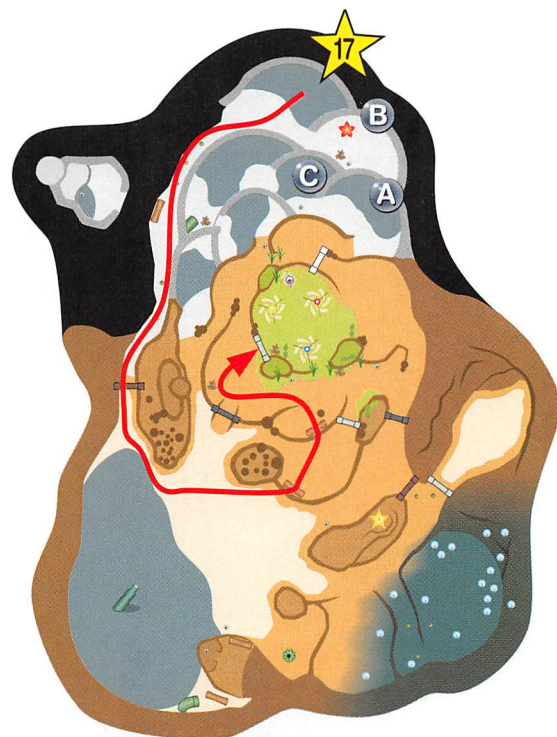
★ 17 Analog Computer

Through Water and Fire

20

A Got the Blues?

You're better off pursuing rocket part 17 while going after rocket part 16. If you planned ahead and recruited enough blue Pikmin by following step 16A on page 41, skip ahead to step 17B. Otherwise, you'll need to start things off by calling out at least 20 blue Pikmin. March them to the puddle at point A, then toss them over the ridge so they land by point B. You'll also need 20 red Pikmin, so unload them from the red onion and lead them around the long way to point B. Alternatively, you could transform your blues into reds (see step 17B), but you'll have to be willing to sacrifice blue Pikmin and time.



B From Blue to Red 20

Let your blue team fish the rocket part out of the puddle. Your Pikmin will carry the piece along the red path shown on the map, so your blues can't carry the piece home or the volcanic spouts will set them ablaze. Avoid cooking your Pikmin by handing off the transporting duties to your red Pikmin. If you don't have enough reds, toss blues into the candypop bud growing at point B. The blossom changes the color of any Pikmin you toss into it, and the flower will replant your Pikmin so they match the color of the candypop bud's petals.



C The Shortcut Home 20

Let your red Pikmin carry the rocket part once your blue Pikmin have lugged it onto dry land. While the reds are transporting the part, you and your blue Pikmin can head to the top of the path to uncover a geyser and transform a thicket of sticks into a pole. Use the geyser and pole to make a quick getaway out of the area.





18 Puff Baddy 30

Omega Stabilizer

A Knock, Knock

You'll need to call in an army to win rocket part 18 from the giant, poisonous puffstool. Red Pikmin are the ones to recruit, and you'll need around 60 of them for a fighting chance. March your troopers to the black gate, then order them to beat it down so they can reach the puffstool. The red path shown on the map is the route home.



B Hop and Bop

On the other side of the gate, hunt down the hopping-mad wollywog. If you don't defeat the bouncing bully, it will pounce on your Pikmin when they're carrying the rocket part home. Permanently ground the wollywog by swarming around it as soon as it lands. You can also assault it by tossing Pikmin onto its back, but any soldiers that fall off will probably be flattened into Pikmin pancakes.



C Pikmin versus Puffstool 60

The puffstool will scamper around the arena, occasionally stopping to emit poisonous spores from its red cap. If your Pikmin walk through the puffstool's toxic vapor, they'll turn into zombies that will attack you. Avoid the mushroom's poisonous outbursts by keeping your Pikmin away from the puffstool when its cap begins to quiver. After the fumes dissipate, charge the puffstool and surround its feet with your Pikmin by using the C Stick. Keep attacking its feet until the fungus flips over, then toss Pikmin onto its stem to inflict damage. If it flips back onto its feet, immediately retreat since it will quickly emit spores.



The puffstool emits spores that transform Pikmin into zombies. Purple Pikmin are zombieified, and they'll attack you. If a zombie Pikmin is putting the hurt on you, get it off your back by rapidly wiggling the Control Stick. Eventually, the Pikmin will return to normal.



Guard Satellite

19

Beady Long Legs

20

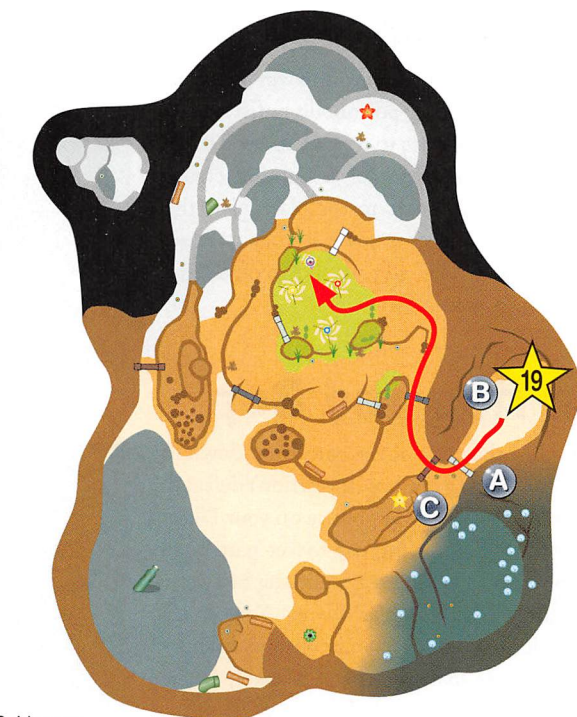
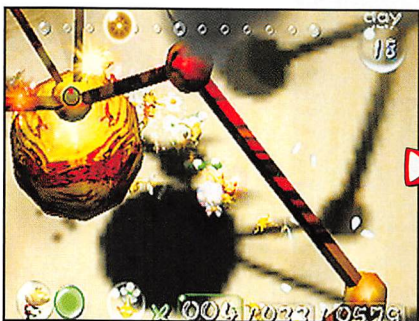
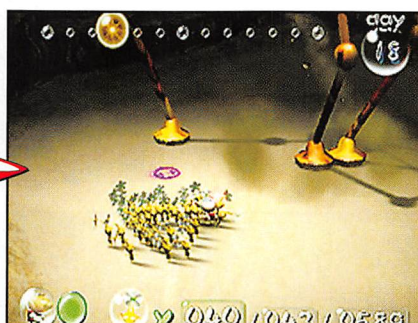
A Wall-to-Wall Explosions 3

You should have already destroyed the black wooden gate at A, but the two stone walls adjacent to it may still be standing. Lead 60 yellows and 20 reds to the barricades at point A, then dismiss all but a few yellow Pikmin. You'll need three bomb-rocks from the beachfront pipe to blast the wall leading to point B, but bring extras if you plan on blasting the black stone gate on the red path.



B On Its Last Legs 60

Leave your 20 red Pikmin at the gate and lead all of your yellow Pikmin into area B, carefully avoiding the volcanic spouts at the entrance. March your troops along the sidewall using the C Stick, then leave them there. The beady long legs will appear when you walk into the center of the arena, and you won't lose any Pikmin if you lure the bug by yourself. As soon as the critter appears, whistle at your Pikmin and toss them at the creature's round body. Zoom the camera out to a high angle for a better vantage point and use the bug's shadow to orient yourself. As you target its body, keep your Pikmin away from its stomping feet.



Guide your Pikmin with the C Stick. Steer them away from the bug's feet and throw Pikmin at its bulbous body.

C Through the Fire 20

When you defeat the beady long legs, it will release rocket part 19. Your Pikmin will carry the piece out of the arena and cross the volcanic spouts by the entryway, so call in the 20 red Pikmin you've left waiting outside and order your fire-proof friends to carry the piece back to the landing site.



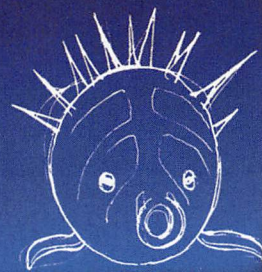
The Distant Spring



Number of rocket parts required to unlock this area: **12**

The Distant Spring

It looks like my red, yellow and blue friends and I have our work cut out for us! According to my radar, 10 pieces from my rocket have scattered about this coastal region. We will be running on a tight schedule as we scramble to pick up the pieces, but at least my new family away from home—my trusty Pikmin—are on the job.



Checklist

- ☐ Bridge the islands
- ☐ Get bomb-rocks on the island
- ☐ Destroy all gates
- ☐ Beat the armored cannon beetle
- ☐ Collect 10 rocket parts



If you don't have the right color of Pikmin to carry out any of the steps above, you can toss one of your pals into a candypop bud. When the flower replants a Pikmin, the sprout will match the color of the blossom.



The candypop bud takes a while to change the color of your Pikmin, but it might be faster than trekking back to an onion.

Field Guide

ARMORED CANNON BEETLE

IRIDESCENT FLINT BEETLE

PUFFY BLOWHOG

SHEARWIG

SMOKY PROGG*

SPOTTY BULBEAR

SWOOPING SNITCHBUG

WATER DUMPLE

WOGPOLE

WOLLYWOG

*Appears on Day 1 through Day 15 only



The water dumplings are as vicious as sharks, so don't attempt to file them without a large mob of blue Pikmin. Toss your Pikmin on top of a water duple's head to attack it.



White wollywogs live in the Forest Navel, while yellow ones live in the Distant Spring. They may come in different colors, but they can flatten your Pikmin all the same.



If the swooping snitchbug spots a Pikmin, it will swoop down and try to snatch it. The snitchbug won't harm your Pikmin, but it will fly off with your Pikmin and replant it somewhere. Throw Pikmin at the winged kidnapper to ground it, then surround the bug when it falls to the ground.

The Distant Spring





Repair-Type Bolt

Parallel Pathways



A Fork in the Road 35

Only 20 blue Pikmin are required to carry rocket part 20, but you should call in 35 since it won't be easy guiding all your Pikmin to the piece. Lead your crew in blue to the corner formed by the two grassy walls near the shore (just east of the yellow onion). Station yourself in the corner, then toss all your Pikmin onto the raised walkway. Spread your pitches wide across the walkway so all of your Pikmin have room to land, and zoom the camera to a bird's-eye view to catch a better look at what you're doing.



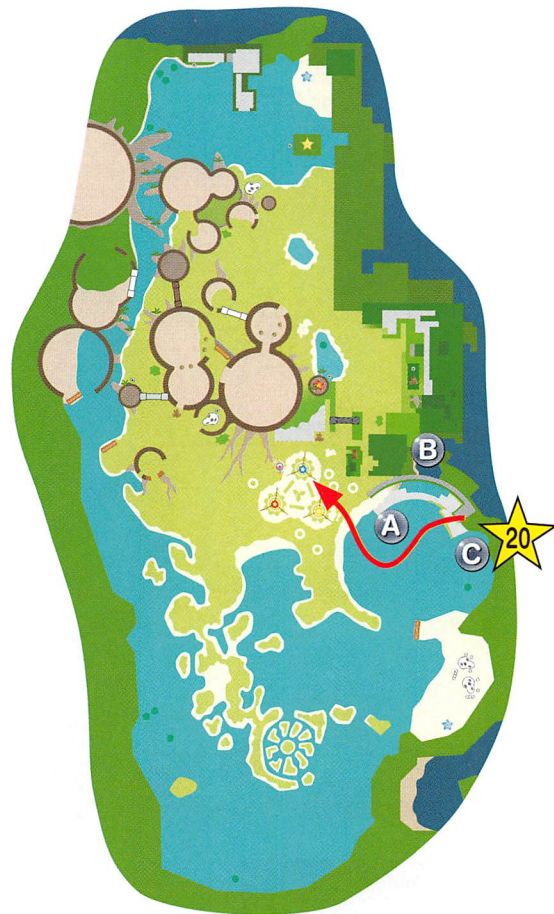
Stand inside the grassy triangle formed by the two walls. Toss around 35 blue Pikmin onto the curving wall—the arcing path is the road to rocket part 20.

B High Road, Low Road

Leave your Pikmin on their perch, then head to the adjacent bridge that curves across the water. The bridge runs parallel to the Pikmin's walkway, and by whistling at your buddies, you'll persuade them to walk alongside you as you head to point C. At the end of the line, use the C Stick to direct your Pikmin to the rocket part. Some will walk past the piece, but most should be able to latch onto it if you keep pushing the C Stick toward the rocket part.



Lead the blue brigade across the upper walkway by strolling along the path beside them. View the action from top view to get a better look at things, and push the C Stick toward the rocket part when your blues reach their destination. Not all of the 35 blue Pikmin you recruited for the job will grab hold of the rocket part, but at least 20 of them probably will.



C With the Tide

Once at least 20 Pikmin have the piece in tow, they'll carry it down to your lower level. It won't be a graceful maneuver, so expect your Pikmin to drop the part in the process. Command your troopers to pick up the piece, then head back to shore as they begin ferrying the piece across the water.



The Pikmin will transport the rocket part across the water, so send only blue Pikmin after the piece.



Massage Machine (not required to leave the planet)

Beachcombers' Bounty

30

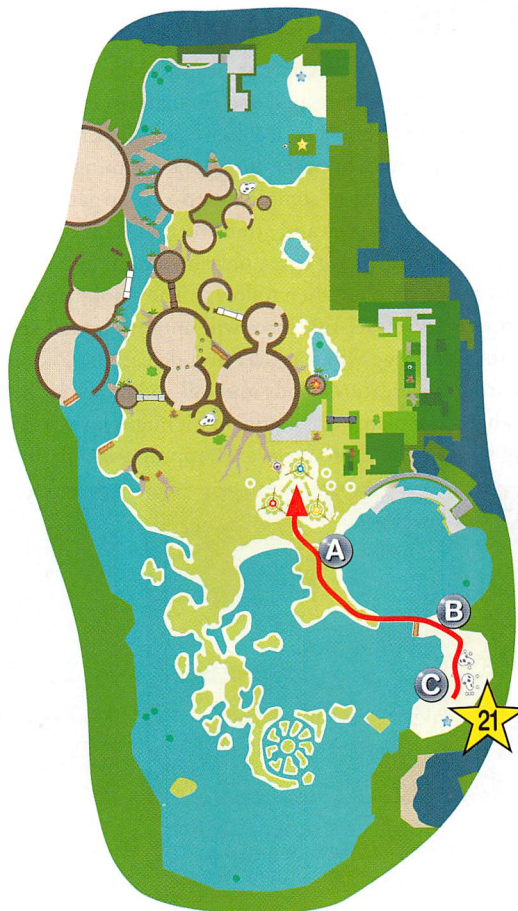
A Baywatch 60

While your Pikmin are carrying rocket part 20 back to your ship, return to the onions and enlist around 60 blue Pikmin. The yellow wollywog that guards the peninsula stands in the way of your next destination, so round up your Pikmin into a tight group and ready yourself for a battle. Switch to a bird's-eye view to position yourself as the wollywog approaches, then surround it using the C Stick when it lands.



B Crossing the Ocean

Leave the jetty to take a dip, then surface on the sandbar across the water. Swarm around the shearwigs on the shore and launch Pikmin if the bugs take wing. When the battle is over, order your troops to construct a bridge from the beached bundle of wood.



C A Shore Thing 60 8

While your blues are busy with step 21B, enlist eight or so yellow Pikmin. Lead them across the bridge once it's finished, then rendezvous with the blues. March both troops to the opposite shore, but leave your yellow Pikmin on the beach. You'll have to fight a large spotty bulbear, and it could shake many of your Pikmin into the water. Leave the battle to the seafaring blues, and attack the sleeping beast from the rear. Once the area is secure, get a jump on step 24A (on page 54) by leading your yellows into the skulls to find bomb-rocks.



While the blues transport the bulbear and the rocket part it guarded, the yellows can carry the bombs hidden in the beached skulls.

A The Progg and the Water Dimple

For your voyage to rocket part 22, lead 30 blue Pikmin out to sea. At point A, you'll pass by a smoky progg egg nestled in a circular formation of islands (it disappears after Day 15). If you want to boost your Pikmin population, attack the egg. Otherwise, focus your forces on the school of water dumplings swimming nearby. The water dumplings will get in the way when you try to complete step 22B, so get them out of the picture by swimming clear of their lethal jaws and attacking their tails only. If you're up for a bigger fight and want to tackle the progg egg, unleash your Pikmin on it. Immediately retreat when the ghostly progg hatches, then follow it. The smoky progg will slither to your landing site, and the creature's seismic force will uproot planted sprouts and turn them into active Pikmin. The progg will run over and defeat any Pikmin in its way, so keep your army away from the creature's body and tail and attack its head only. The difficult battle will probably claim plenty of Pikmin, but it might be worth it in the end—the pearl that the progg leaves behind produces a whopping 100 Pikmin.



You don't have to hatch the smoky progg from its egg. If you decide to fight the grueling battle, you'll be able to earn 100 new Pikmin.



The water dumplings will get in your way if you don't defeat them. Steer clear of their jaws and attack their tails.



B A Thorny Situation 40

The puffy blowhog exhales with hurricane force to blow down Pikmin. The gust will turn your flower Pikmin into leaf ones, but none of the blowhog's attacks can defeat your Pikmin. Move away from the blowhog's snout when it inhales, and mount your assault while stationed directly below the windbag. Launch your Pikmin at the blowhog's underside to damage it. When it sinks to sea level, charge the blowhog to inflict more harm.



Stay away from the blowhog's snout and attack its underside. When you pop the inflatable foe, rocket part 22 will appear.

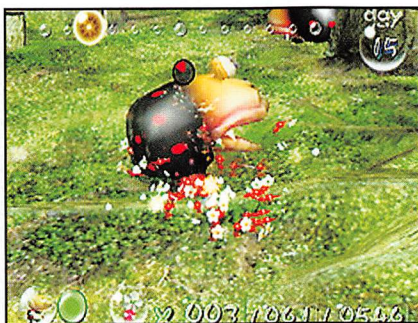


It Takes Two ... Bridges

50

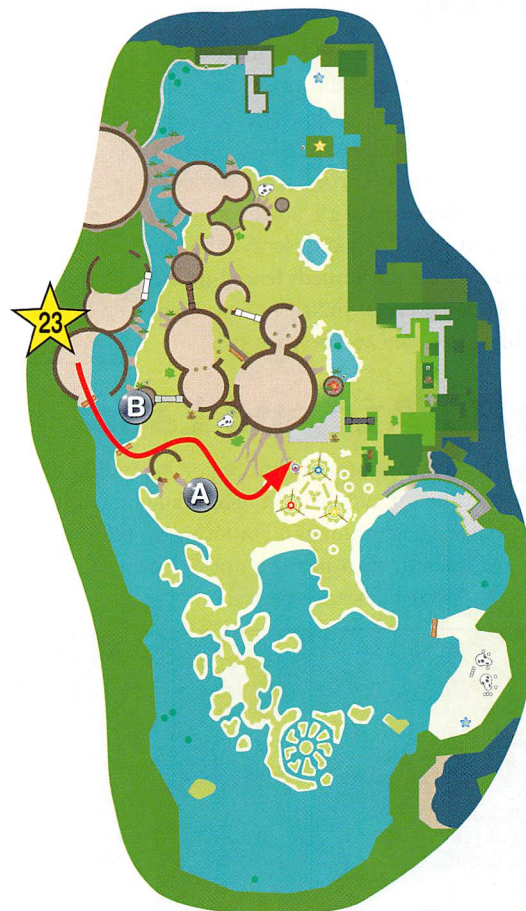
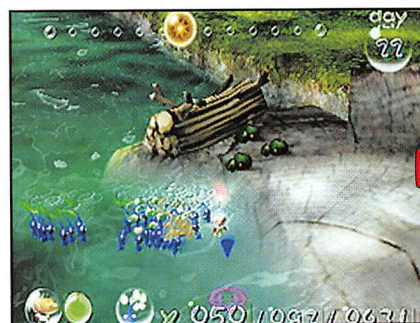
A Blowhog and Bulbear Battle

Clear the map's red path of enemies, beginning with the puffy blowhog hovering near your landing site. Send 30 of your Pikmin to attack the blowhog's underside once it floats a safe distance from the sleeping spotty bulbear. When the ballooning bully hits the ground, swarm around it. Keep pelting the blowhog until you burst its bubble, then go to work on the spotty bulbear sleeping by your rocket and the one catching some z's up the road.



B Meeting Them Halfway 30 30

Once you've cleared out the enemies, call in 30 blue Pikmin and defeat the yellow woollywog at point B. Lead your victorious blue Pikmin to the stump across the water, then wage a second war—this time, it'll be against some shearwigs. When the threat is gone, put your blues to work on the stump's bridge. Call in another 30 Pikmin to work on the bridge on the opposite shore so they can meet the blues halfway. The Pikmin will need the bridges to transport rocket part 23, and while they're building, you can carry out step 24A on page 54.



Pikmin that are carrying cargo can't fight back, so be sure to defeat both of the sleeping spotty bulbears on the red path.



UV Lamp (not required to leave the planet)

Watch Your Step

10

A Having a Blast 6

Using six bomb-rocks hidden in the beach-front skulls, blast open the rock wall at point A. The rocket part behind the barricade requires only 10 yellow Pikmin to carry it, but you'll want to storm the area with at least 30 yellow Pikmin since it'll take a lot of tries to reach the rocket part and plenty of backup soldiers to battle the formerly fenced-in enemies. Also, beware of the elusive swooping snitchbug (see step 26A on page 56).



B By Air and Land 30

The puffy blowhog patrolling the region behind the gate will huff and puff to attack you. If you don't defeat and deflate the blowhog first, it'll botch your battle with the sleeping spotty bulbears. Start things off by luring the blowhog to an isolated corner of the area far from the bulbear, then pelt the prickly enemy. Once you've permanently grounded it, attack the spotty bulbears separately.

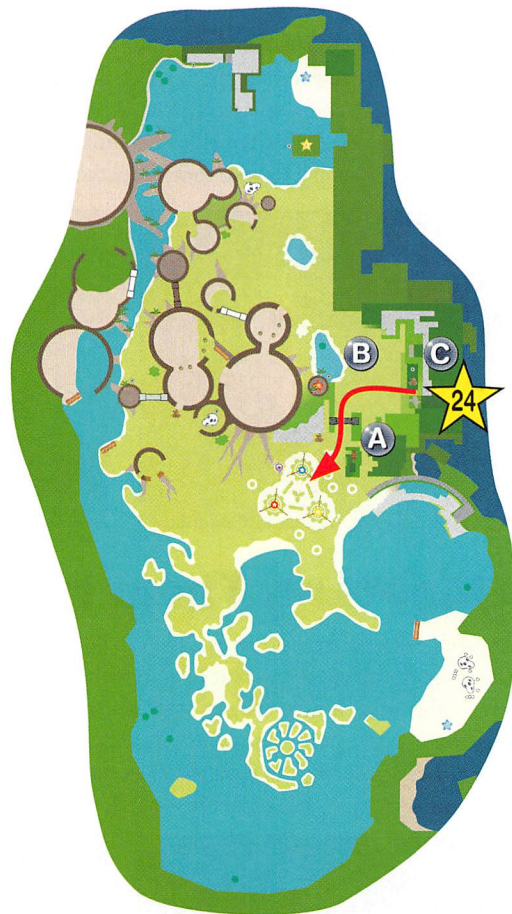


C Maze Madness 30

Lead 30 or more yellow Pikmin up the grassy ramp and use the C Stick to guide them around the corner of the mazelike walkway. Several Pikmin will fall to the lower walkway or get stuck in the dead end, but enough should make the trip to carry the rocket part. At the end of the line, hurl your Pikmin onto the ledge above you while pressing the C Stick toward the cliffside so your team doesn't fall off the walkway.



If you fall to the lower walkway, toss your Pikmin to the ledge above you, then meet them there to hurl them at the rocket part.





Zirconium Rotor

The Wollywogs' Rocket Part

30

A Bombs Away 6

The stone gate leading to point B requires six blasts to turn it to rubble, so lead six yellow Pikmin to the skulls on the southeast beach to snag some bomb-rocks. You can also find bomb-rocks on your way to point B, in the hollow stump that once housed a sleeping spotty bulbear. You'll want to get your bomb supply from point A, though, since the stump doesn't contain enough bomb-rocks to break down the gate.



Order six yellow bombers to turn the stone gate into rubble. You won't find enough bombs in the hollowed-out stump near the gate, so seek out your explosive supply from the skulls on the beach.

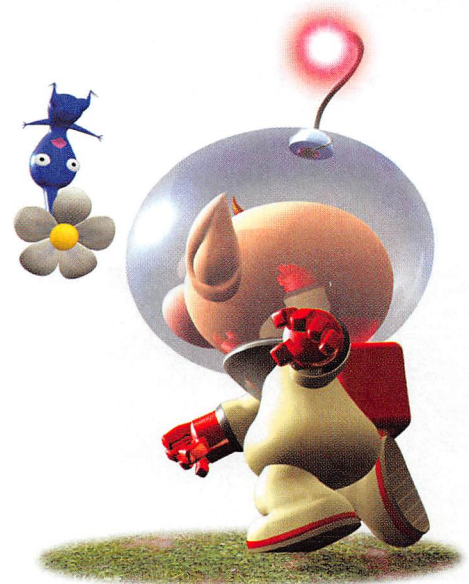
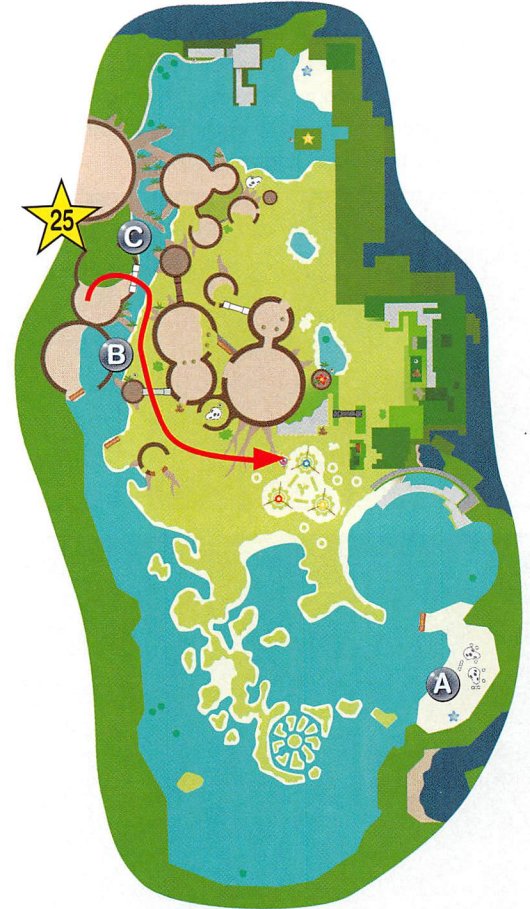
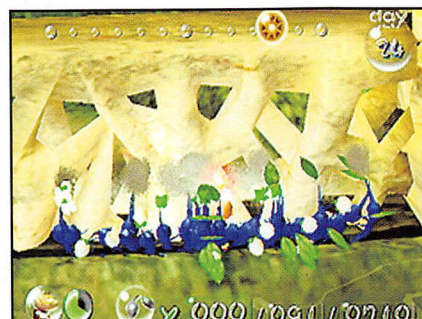
B Bouncing Back 70

Send your six yellow Pikmin packing, and call out around 70 blue Pikmin. Two yellow wollywogs bounce around the stream behind the gate, and they'll flatten your Pikmin if you try to skip ahead to step 25C. Fight each wollywog separately, and remember that it's easier to battle them if you hit Z to view the action from above. From a bird's-eye view, you'll be able to monitor the wollywogs' shadows and anticipate where each frog is hopping.



C Flowers on the Wall

Rocket part 25 is behind the white gate, so order half of your Pikmin to break down the barricade. While they're hammering away, you can complete step 26B on page 56 by commanding your remaining Pikmin to work on the black gate on the opposite bank. To multitask even more, let your blues finish their jobs while you lead a small army behind your landing site to clear out some enemies (steps 27A and 27B on page 57).



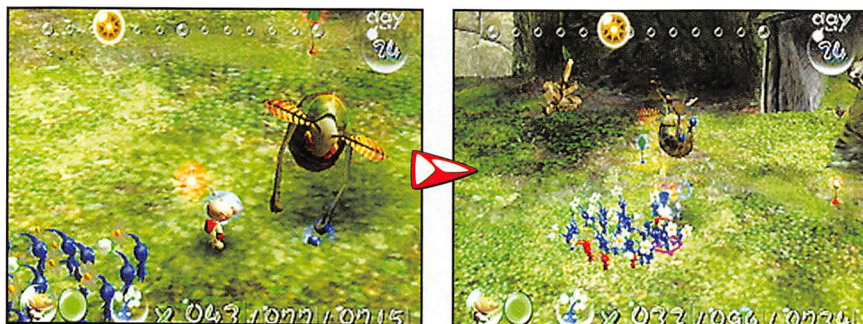
★ **26** *Pilot's Seat*

The Long, Long March

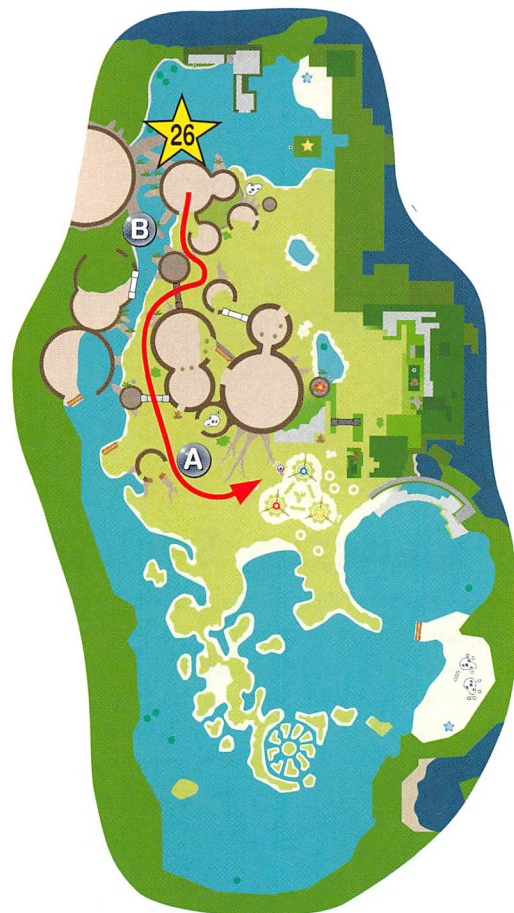
25

A **Pik-Napped!** 20

Two swooping snitchbugs patrol the Distant Spring, and each one will pursue your Pikmin pals. The grabby bug seeks out wandering Pikmin, and it will swoop down and grab them so it can replant them somewhere else. The bug will scatter your troops, so defeat the nuisance if it happens to cross your path. Toss Pikmin at the snitchbug to make it land, then surround it when it touches down.



The swooping snitchbug doesn't harm Pikmin—it simply carries them off and replants them. To locate the Pikmin it has abducted, view your map. Green dots on the map represent planted Pikmin.



B **Break Down the Gate** 30

Using around 30 Pikmin, break down the black gate. Battle the blowhog that floats near point B, then lead your troop into the hollow stump that the prickly blimp was guarding. On your way to the rocket part, a few shearwigs will try to cut your army down to size, but the tiny pests should be no match for your Pikmin.



Even if you've opened up the gate behind your landing site, your Pikmin will lug rocket part 26 along the red path shown on the map.



Bowsprit

Beetle Battle Revisited



A Winds of Change 50

If no enemies lurk at point A, skip to step 27C on page 58. Otherwise, begin securing the area by attacking the blowhog. Call in 50 red Pikmin, then lure the windbag away from the water. When the huffy enemy inhales, move your Pikmin away from the blowhog's snout. Any Pikmin caught in the puffy blowhog's gust will be bowled over and temporarily stunned. Moreover, any flower Pikmin that's caught in the draft will lose its petals and revert to the leaf stage of Pikminhood. It helps if your reds are strong flowers for step 27E, so get them back in bloom by finding the nectar near the grassy ramp.



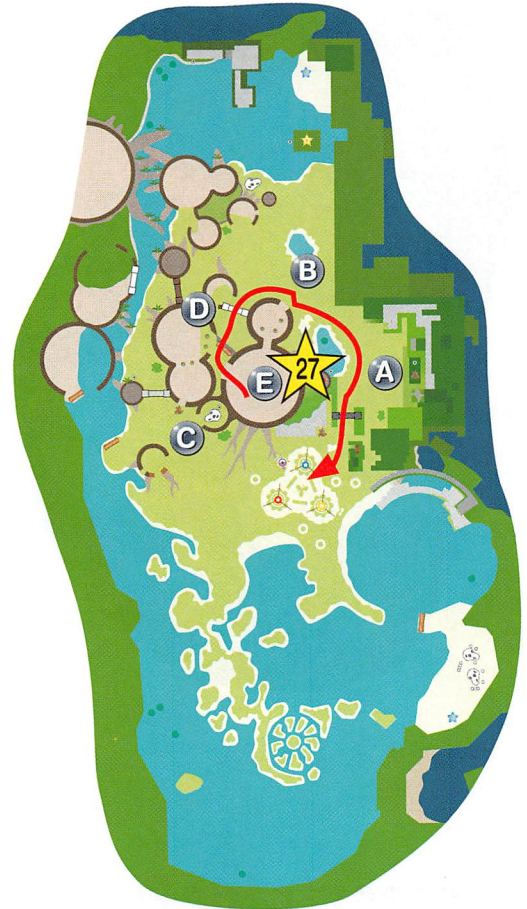
With a huff and a puff, the puffy blowhog can blow away any flower Pikmin's petals.

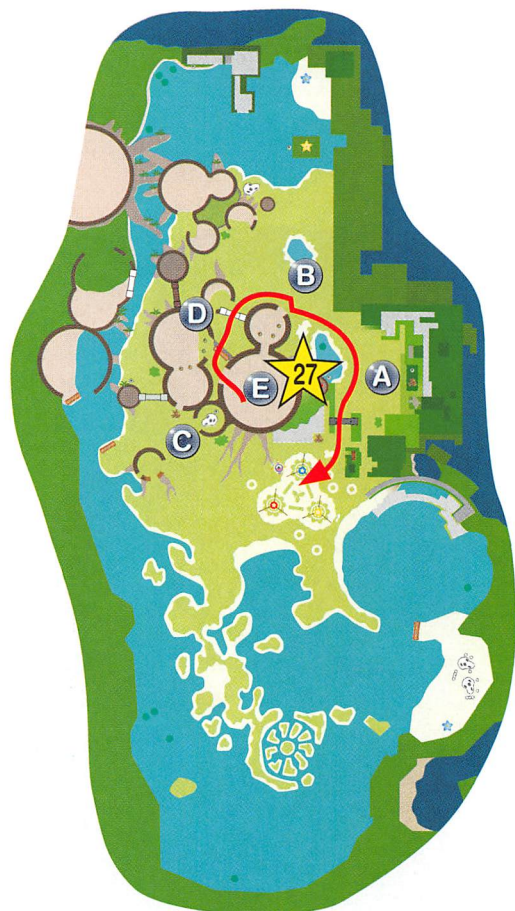
B Do Not Feed the Bulbears

While the large spotty bulbears won't notice you if you don't touch them, the baby bulbears will go into attack mode if you simply stroll by. Lure the babies away from the adult bulbear so you don't accidentally wake it up, then defeat the bulbear tots. Once they're gone, go after the big bulbear so it won't gobble up your Pikmin when they revisit the area with the rocket part in tow.



The alert baby bulbears will come after you if you walk past them. Defeat them before taking on their parent.





C Stick to It 50

Use the C Stick to march 50 red Pikmin into the twig thicket at point C. Since your Pikmin will automatically climb the wooden pole they construct from the sticks, you can leave them alone with their work. The pole will lead them into a tree stump, and you can join them there by catapulting yourself with the geyser behind the skull in the neighboring stump. Order at least one Pikmin to uncover the geyser for you.



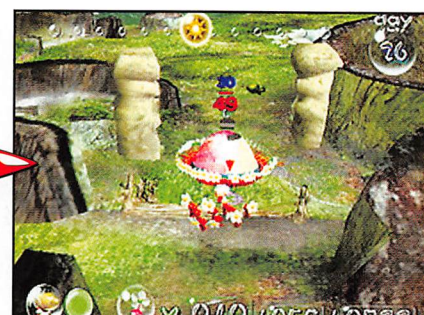
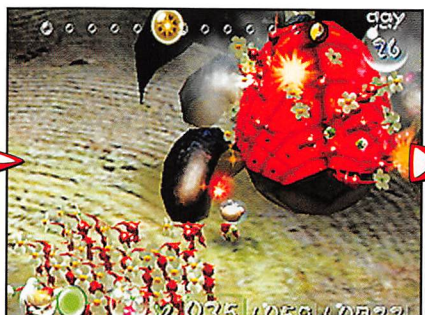
D Ramp and Gate

Once you've rejoined your red Pikmin at the top of the stump, lead them to the bundle of wood. Command half of your Pikmin to work on fashioning a ramp out of the wood while you lead the other half of your crew down the ledge so they can work on razing the white gate. Once the gateway's open, defeat the shearwigs on the other side so your Pikmin will be able to carry rocket part 27 safely along the red path.



E Insecticide 50

An armored cannon beetle holds rocket part 27, and you can defeat the bug using the same tactics described in step 8C on page 29. Avoid the beetle's projectile attack and move in as soon as it has fired one of its boulders. The beetle won't be able to take another shot for a while, so use the opportunity to position your troops in front of the bug and target its upper snout. Fire Pikmin at the intake valve as soon as it begins inhaling, then march your army to the bug's rear the moment the beetle snorts up one of your Pikmin. The Pikmin plugging up the beetle's snout will cause the insect to expose its weak spot—its red rear end. Throw Pikmin at it until you defeat the armored cannon beetle, then snag the bug's carcass and the rocket part it surrenders.





Chronos Reactor

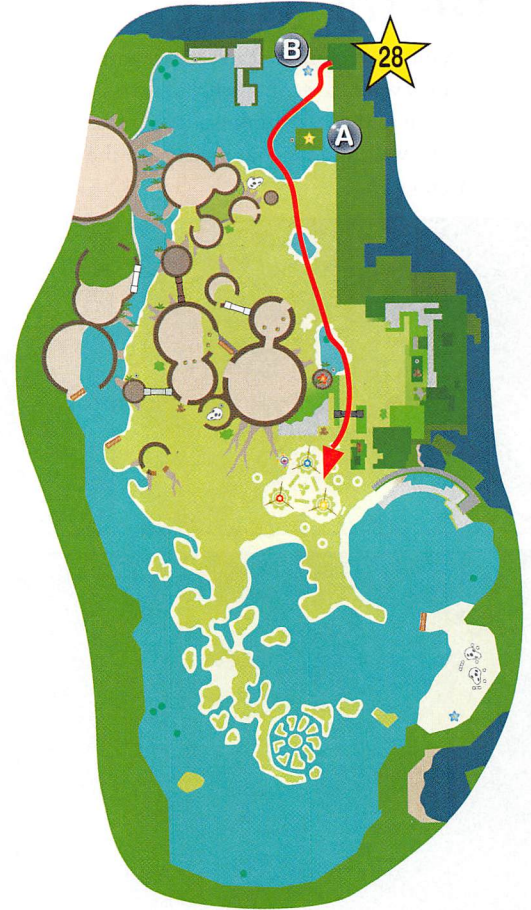
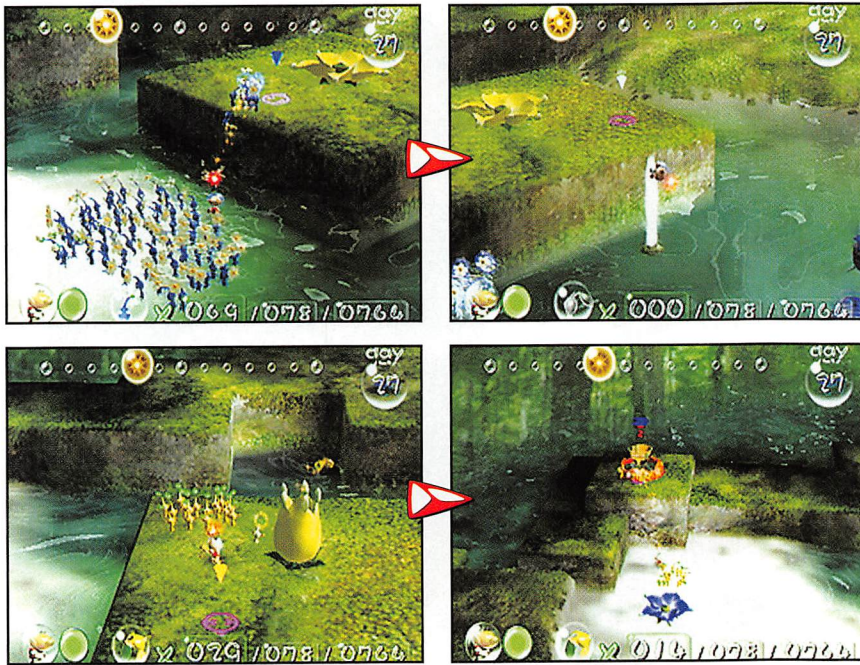
28

From Blue to Yellow and Back

20

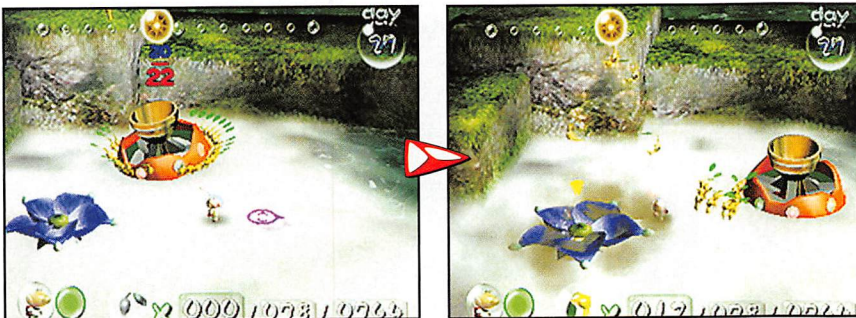
A Pikmin Makeover

Lead 20 blue Pikmin to the sandy shore across from the square island where a yellow candypop bud blooms. Face the island and toss all of your Pikmin onto the candypop bud's island. Use the geyser beside the island to rejoin your troop, then hurl all of your blues into the yellow blossom. Harvest your Pikmin once the candypop bud replants them as yellow seedlings, then toss your yellow Pikmin back to the sandy beach. Throw carefully so none of your Pikmin hit the water, or you'll have to hop onto the beach and whistle like crazy to lead them ashore.



B The Ol' Switcheroo

Lead all 20 yellow Pikmin to the ledge where the rocket part sits, then throw them at the piece so they'll retrieve it. When they touch down on the sand with rocket part 28, dismiss them from their duties. The route home crosses water, so only blue Pikmin can finish the job. Deposit the yellow Pikmin into the blue candypop bud on the beach to change their color. Once they're back in blue, your Pikmin will be able to carry the part home.



#2 Ionium Jet

29

Bouncing off the Walls

15

A On the Waterfront Wall 30

Only 15 Pikmin are required to carry rocket part 29, but a lot of your Pikmin will miss their target, so you'll want to recruit plenty of extras to compensate for their clumsiness. Lead your blue troop to the waterfront wall, then toss your group on top of it. A geyser erupts in front of the wall, and it's your ticket onto the Pikmin's elevated walkway. Catch a ride to rejoin your crew.



B Over the Gap

Lead your Pikmin to the east end of the walkway, then pitch them across the gap so they land in front of the rocket part. If your Pikmin touch down near the rocket part, they will automatically home in on the piece and grab it. Keep tossing Pikmin until 15 of them have reached the piece.



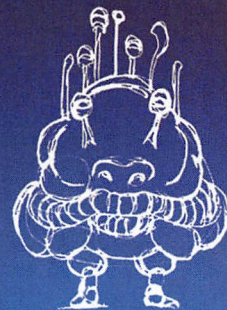
The Final Trial



Number of rocket parts required to unlock this area: **29**

The Final Trial

I have only one rocket part left to find! I never would have been able to fly to this part of the planet if I hadn't already recovered 29 rocket parts, and I know that I could actually journey home without this final piece. Still, my Pikmin haven't let me down, so I might as well go for one last hurrah. Home is just a rocket part away!



Field Guide

Emperor Bulblax



Only one monster lives in the final area, and it's a tough one. If the emperor bulblax wounds Olimar, walk along the upper rim to steer clear of danger.

Map Key



ROCKET PART



STICK



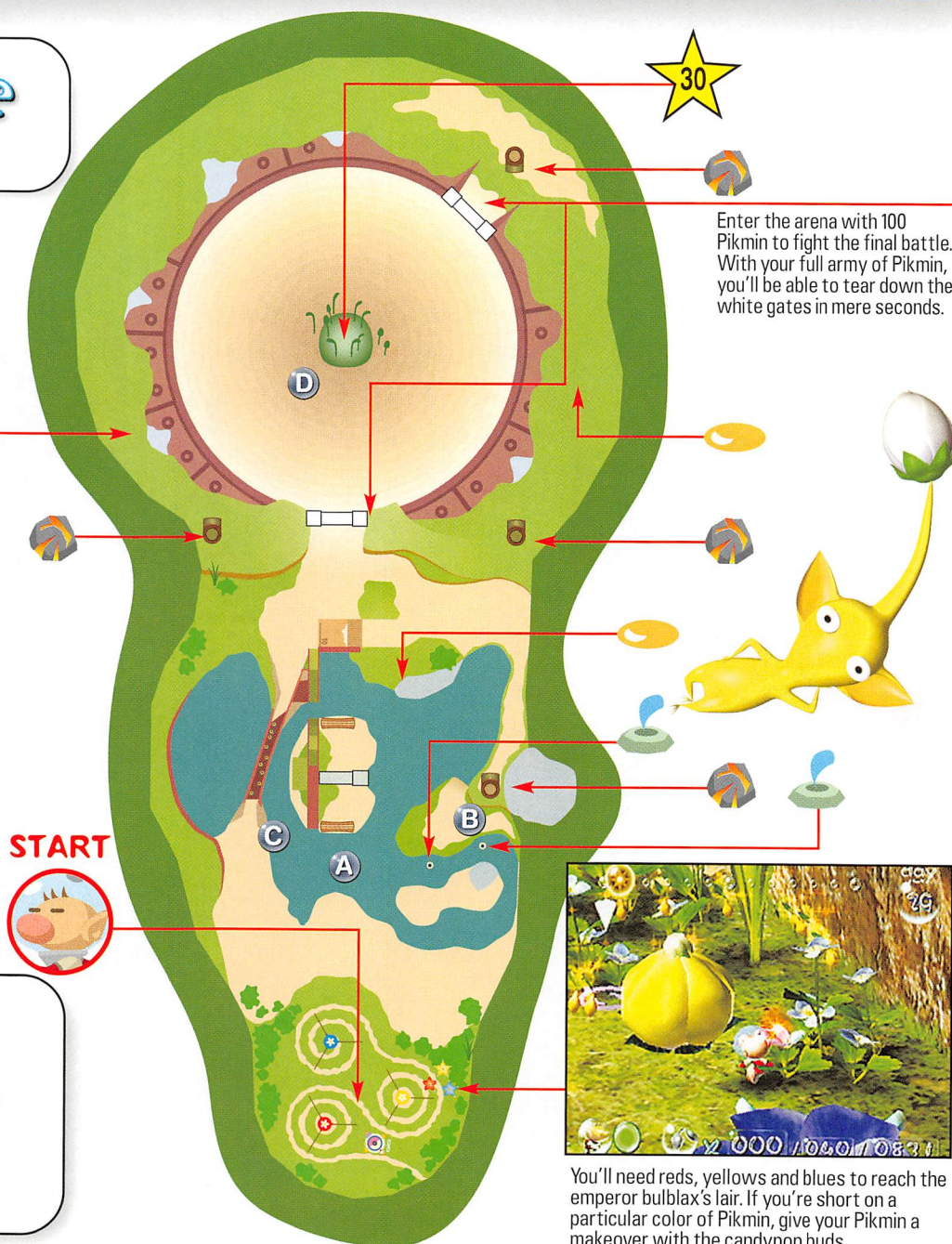
BOMB-ROCK



NECTAR



GEYSER



Enter the arena with 100 Pikmin to fight the final battle. With your full army of Pikmin, you'll be able to tear down the white gates in mere seconds.

START



You'll need reds, yellows and blues to reach the emperor bulblax's lair. If you're short on a particular color of Pikmin, give your Pikmin a makeover with the candypop buds.



Secret Safe (not required to leave the planet)

The Final Mission

85

A Double Duty 80

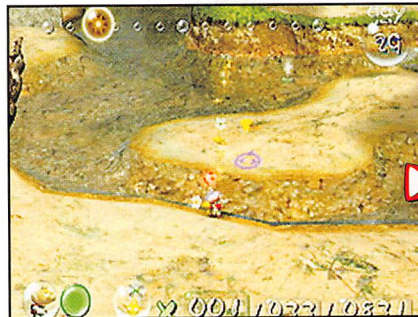
The emperor bulblax at the opposite end of the area holds the final rocket part. The difficult battle can easily take up the bulk of your day. If you have a full day to spare, take your time carrying out steps 30A, 30B and 30C and dedicate the following day to the final marathon showdown. Inch your way closer to the last battle by commanding 80 blue Pikmin to unroll the two bridge sections over the pond.



Command 40 blue Pikmin to build a bridge from the wood in front of the concrete gate. While they're slapping the sticks, slosh across the water with another troop of blue Pikmin. Lead the Pikmin to the other side of the gate. Use the second bundle of wood to build another bridge.

B Island Hopping 3

A concrete gate separates the two bridge sections, so you'll need to use your yellow Pikmin to blast away the barricade. You'll need three bomb-rocks, so throw three yellows onto the small island beside the bridge. Lead the Pikmin to the isle's rocky cliff, then toss them onto the peninsula. Ride the geyser below to join your Pikmin on the peninsula, then chuck your Pikmin into the pipe on the ledge. When they return to you with the bomb-rocks they've found in the pipe, lead the trio back the way you came. You'll have to throw your Pikmin to the island and then to the shore, and their explosive cargo will disappear if they touch the water. When you rejoin your bombers after carefully throwing them to dry land, touch them to catch their attention—never whistle at a bomb-carrying Pikmin you've just thrown or you'll detonate its explosive.



Lead three yellow Pikmin to the bombs on the peninsula. Toss your Pikmin across the water to the island, then toss them to the peninsula. Rejoin them by riding the underwater geyser. When your Pikmin have bombs, use them to blast away the rock gate separating the two bridges.

C Walk on Fire 10

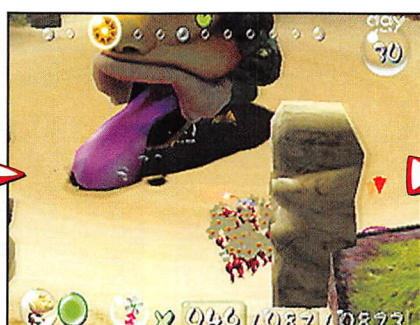
The second bridge leads to a cardboard box. To move the obstacle out of your way, recruit 10 red Pikmin. Pitch your Pikmin onto the fiery walkway, then wade into the water to the right of the flaming path. Give your Pikmin a whistle, then slosh beside their walkway to lead them to the cardboard box. When your red troops reach the box, use the C Stick to march them into the obstacle. After they've shoved it aside, tear down the white wall leading to point D.



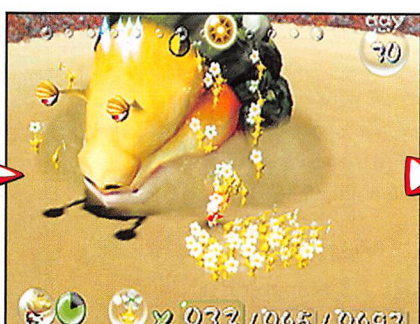
Toss 10 red Pikmin onto the fiery walkway, then wade into the water to the right of your troop. Whistle at your Pikmin, then walk beside the fiery walkway to lead them to the cardboard box. Persuade your Pikmin to move the box by guiding them into it using the C Stick.

D Emperor Bulblax 30 70

Before approaching the emperor bulblax buried in the center of the arena, order your battalion of 100 Pikmin to break down the white gate at the far end of the area. Around 30 of your Pikmin should be yellow ones, and behind the rear gate, you'll find two pipes containing bomb-rocks. Arm your yellows with bombs, then dismiss all of your troops as you walk to the center of the area to wake the emperor bulblax. Once the beast is up, it will wag its giant, sticky tongue to mop up Pikmin that stand in its way. Leave a yellow bomber in front of the bulblax's mouth. When the monster takes a lick, it will swallow the bomb. The explosive will blow up inside the bulblax, causing the monster to bow down in a daze. Use the opportunity to toss as many of your Pikmin onto the bulblax's face as possible. The bulblax's face is its only weak spot.



Let the bulblax lick up a bomb-rock or a yellow Pikmin that's carrying a bomb. When the bomb goes off inside the bulblax's stomach, you'll have a brief and safe moment to rush in and toss Pikmin onto the bulblax's vulnerable face.



If the bulblax goes into one of its jumping fits, use the C Stick to lead your troops away from the bulblax's shadow. The battle takes a lot of time and will claim plenty of Pikmin, but you can always return to the onions to recruit more soldiers. While you're gone, the bulblax won't recover its health (unless you return on a subsequent day).



The Final Piece and Farewell 85

The final battle is brutal, but it will reward you with the last piece you're looking for—rocket part 30. You'll also receive "The Happy End" finale for scoring all 30 parts. Two other ending sequences are possible, but you'll see them only if you don't find all of the essential rocket parts, or if you find all of the essential parts but not all of the nonessential ones. Only 25 rocket parts are necessary to blast off for home, and the list of essential and nonessential parts appears on page 96. Rocket part 30 actually isn't an essential piece, but only by unlocking the fifth region, the Final Trial, will you be able to visit the locale in Challenge Mode.



Field Guide



A Comprehensive Study of the Native Wildlife in the Pikmin World

Field Guide

A Comprehensive Study of the Native Wildlife in the Pikmin World

The Creatures of the Pikmin Planet

When Captain Olimar returned to his home planet, he related stories of the wondrous and exotic creatures he encountered during his stay on the unknown world. Since then, zoologists have used Olimar's detailed notes as the basis for their studies of the alien life-forms. The following entries are excerpts from their findings. The common names are those given to the wildlife by Captain Olimar, while all other technical information comes from the scientists' research. Battle strategy has been added to the data, as well as the

names of areas where explorers can find the fauna for themselves. The "Habitat" listings detail the organisms' locations in the 30-day adventure only. In Challenge Mode, the wildlife appear in different regions.

This represents the number of Pikmin required to carry the defeated creature.

To carry: 30 Seeds: 50

This represents the number of Pikmin seeds the creature's body produces at an onion.

Armored Cannon Beetle

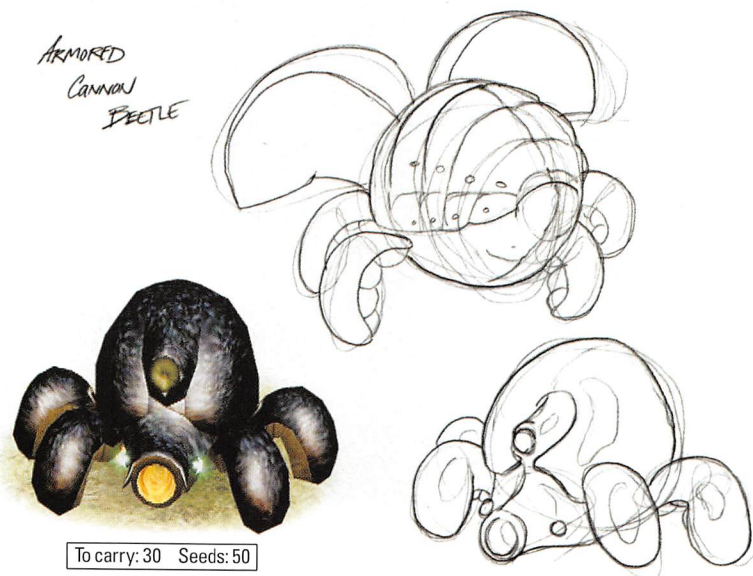
('är-mərd 'ka-nən 'bē-t'l)

Common Name: **Armored Cannon Beetle**

Technical Name: **Greater Lithopod**

Binomial Nomenclature: **Granitus chukkulinae**

Habitat: **The Forest of Hope, The Distant Spring**



To carry: 30 Seeds: 50

Description:

This member of the lithopod family migrated to the area from the continent during a global climate shift in the atmosphere within the last century. The continental breed of this beast, known as the strong-armed cannon beetle, had the ability to compress inhaled air in a bladder and use the pressure to expel partially digested fragments of stone. This migrant lithopod has developed a stronger carapace than its relatives'.



Continuously fire Pikmin into the armored cannon beetle's upper snout until it inhales a Pikmin. The Pikmin will plug up the bug and cause it to open its protective shell and reveal its vulnerable body. Circle to the bug's rear and toss Pikmin onto its exposed red body to inflict damage.

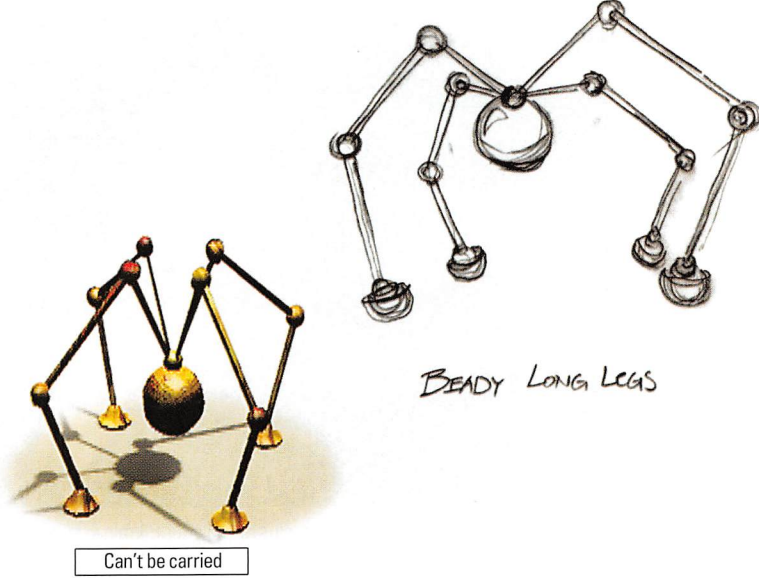
Beady Long Legs (*'bē-dē 'lòng 'legz*)

Common Name: **Beady Long Legs**

Technical Name: **Arachnorb**

Binomial Nomenclature: ***Pseudoarachnia armoralis***

Habitat: **The Forest Navel**



Description:

Although this creature is commonly associated with spiders, it is actually the result of a separate evolutionary line of insectoid creatures. Since the spherical body portion supported by the creature's legs carries most of its internal organs, there appear to be no other features that would correspond to a head or abdomen. Waxy secretions form this creature's distinctive armored shell.



Stand in the shadow of the bug's round body, then fire Pikmin straight up into it. Only its ball-like body takes damage, and yellow Pikmin have less trouble soaring up to it. Weigh down the bug's feet with Pikmin to slow down the creature, but make sure your Pikmin don't get stepped on.

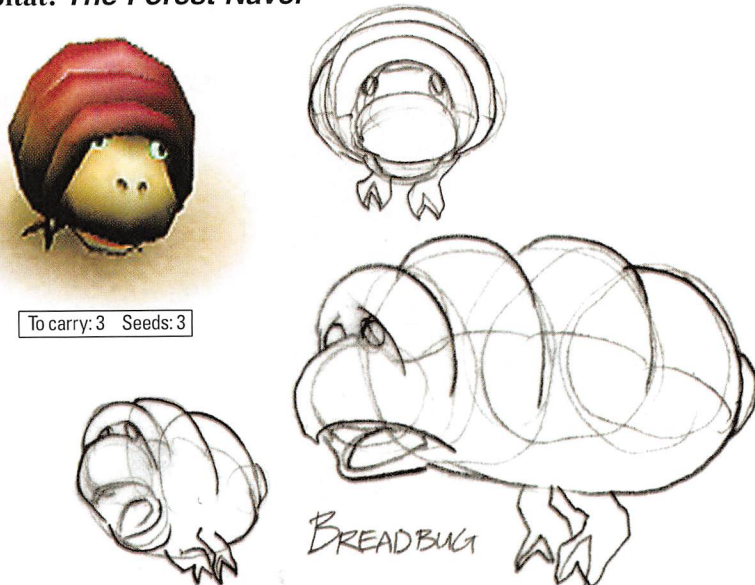
Breadbug (*'bred-bəg*)

Common Name: **Breadbug**

Technical Name: **Vanilla Breadbug**

Binomial Nomenclature: ***Pansarus gluttoniae***

Habitat: **The Forest Navel**



Description:

The adult breadbug competes for many of the same food sources as Pikmin, but its thick-skinned hide allows it to withstand most Pikmin group attacks. However, some researchers claim to have observed the breadbug being overwhelmed by massive numbers of Pikmin and then reduced to food.



The breadbug is a scavenger and will drag away lightweight Pikmin food. Don't bother attacking the breadbug. Instead, send Pikmin to go after the piece of food that the breadbug is dragging. With enough Pikmin, your team will be able to overpower the breadbug and drag it back to an onion. When the onion beams up the bug, the pest will take major damage.

Burrowing Snagret

('bər-ō-wing 'sna-grət)

Common Name: *Burrowing Snagret*

Technical Name: *White-Headed Snagret*

Binomial Nomenclature: *Shiropedes anacondii*

Habitat: *The Forest of Hope*

Description:

The white-headed snagret is a subterranean dweller characterized by a birdlike head and a snakelike body. Its avian head features white plumage and a long, pointed beak, which it uses for digging, while its reptilian body is covered with blue scales. White-headed snagrets burrow in flocks and they will rear their heads when surface vibrations alert them to possible prey above ground. The bluish hue of its feathers distinguishes it from the burrowing snarrow.



Avoid the snagret's pecking beak by clustering your Pikmin around the back of the bird's neck. Group your Pikmin on top of the snagret as soon it pokes its beak above the surface. That way, your Pikmin will be able to cling to the bird's upper limits where its beak can't reach.

Emperor Bulblax

('em-pər-ər 'bül-blaks)

Common Name: *Emperor Bulblax*

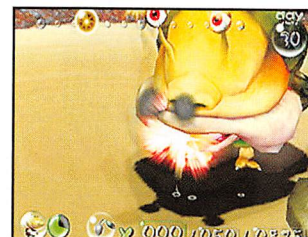
Technical Name: *Emperor Grub-Dog*

Binomial Nomenclature: *Oculus supremus*

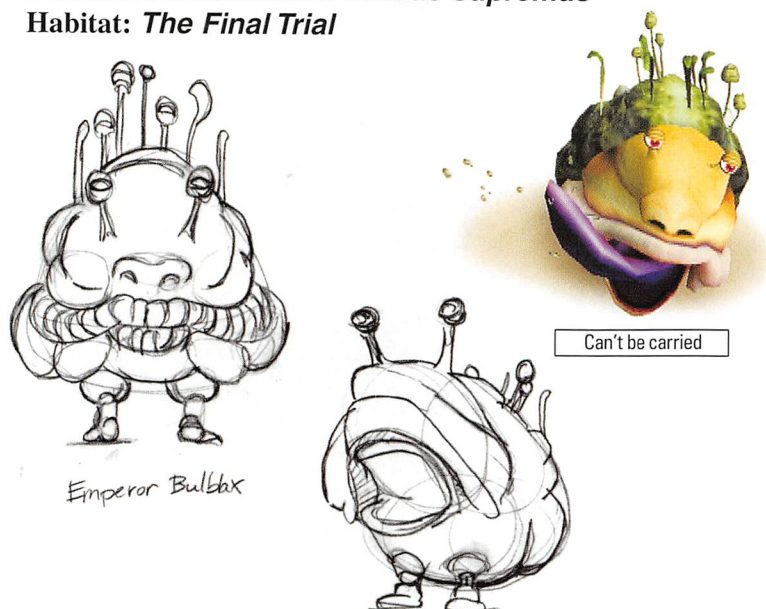
Habitat: *The Final Trial*

Description:

The largest member of the grub-dog family is normally found buried in the ground, with only a few ridges of the back exposed. This camouflage allows the organism to jump out and use its long, adhesive tongue to prey upon small creatures that happen to pass by. The emperor grub-dog's back is also coated with a sticky secretion that allows it to attach small stones and plants that aid in masking its appearance. When spread on a seedbed, this secretion will cause the growth of a special type of mushroom, called a blaxcap, that improves its camouflage for ambush.



If you've recovered rocket parts 1 through 29, you'll be able to access the emperor bulblax's lair. The monster wags its giant tongue, and Pikmin will stick to it if they're licked. Leave yellow Pikmin armed with bomb-rocks as bait. When the bulblax swallows the Pikmin and the blast stuns the creature, throw Pikmin onto the bulblax's face.





Fiery Blowhog

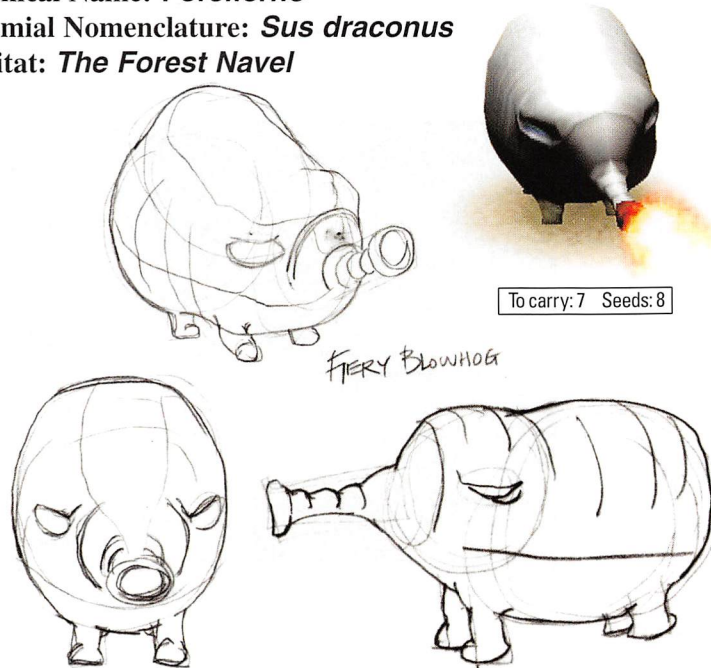
('fī-ə-rē 'blō-häg)

Common Name: **Fiery Blowhog**

Technical Name: **Porcifero**

Binomial Nomenclature: ***Sus draconus***

Habitat: **The Forest Navel**



Description:

The porcifero expels from the mouth on the front of its body a phosphorous compound that combusts upon contact with air. This fire breathing depends upon the air-to-fuel ratio at the mouth, the catalyst reaction of the expelled flammable compound and the purification process of the compound. Therefore, it is unlikely that this complex process could occur within a fallen porcifero (perhaps also to avoid the risk of spontaneous combustion within the belly of a living porcifero). However, one should still treat a porcifero with great care even after its life functions have ceased.



Only red Pikmin are safe from the fiery blowhog's flaming breath. If you march your Pikmin into the blowhog's back, they'll battle the beast until they've defeated it. Sic your Pikmin on the blowhog's back only if the swine's snout is pointing away from water so they won't get bucked into the drink.

Goolix

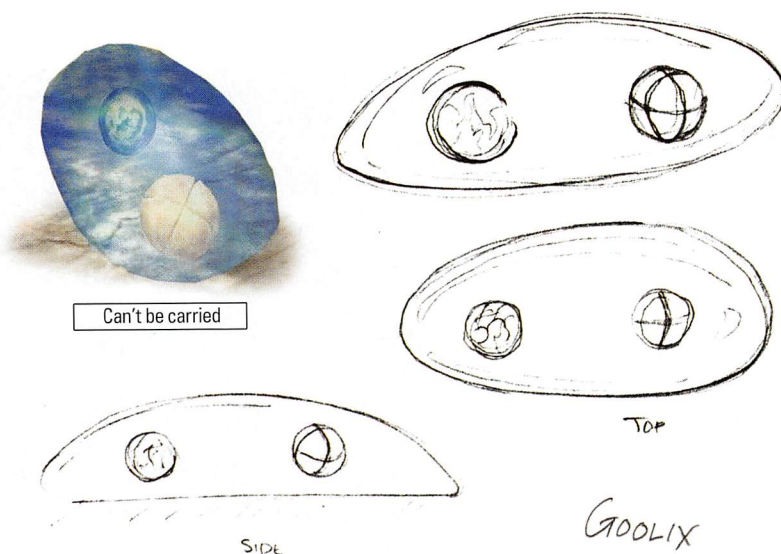
('gü-likes)

Common Name: **Goolix**

Technical Name: **Greater Water Slime**

Binomial Nomenclature: ***Binuclei siphonophorus***

Habitat: **The Impact Site**



Description:

Floating within the greater water slime's transparent body are its dual nuclei. The greater water slime's nervous system is contained within its main nucleus, which displays a marbled sheen. The greater water slime's secondary nucleus is beige in color and serves as a defense system to weaken prey and nutrients that have been absorbed through the organism's amorphous membrane. Prior to absorption, most prey will succumb to the watery membrane, which coats the greater water slime's body.



Only blue Pikmin can safely penetrate the goolix's blobby body. Lead your Pikmin toward the vulnerable blue nucleus, then hit X to unleash them.

Honeywisp

('hə-nē-wisp)

Common Name: *Honeywisp*

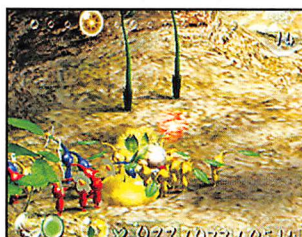
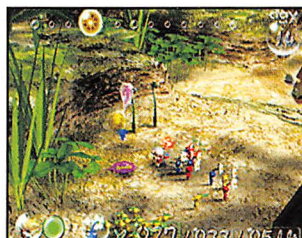
Technical Name: *Nectar Spectre*

Binomial Nomenclature: *Nektara Fatuus*

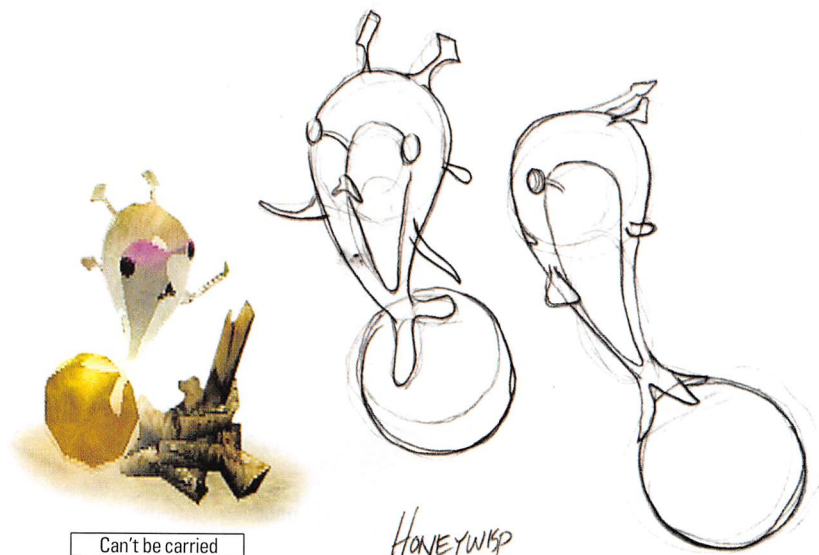
Habitat: *The Forest of Hope, The Forest Navel*

Description:

The nectar spectre seems to appear out of thin air, and it is able to hover in place with little movement. Large drops of nectar form on the spectre's tail, and it is uncertain as to whether the fleeting creature secretes the fluid from its transparent body or accumulates the substance via pollination. Appropriately named for its elusive nature, the nectar spectre remains very much a mystery and requires further research. This creature collects nectar for the larvae waiting in its nest.



Pikmin stop growing once they're uprooted, but you can advance them to the flower stage of development by letting them take a sip of nectar. The golden substance dangles from the tails of honey-wisps, and you can force one of the creatures to release its cargo by throwing a Pikmin at it.



Iridescent Flint Beetle

('ir-ə-'de-sənt 'flint 'bē-tʰl)

Common Name: *Iridescent Flint Beetle*

Technical Name: *Steeliprax*

Binomial Nomenclature: *Pilli envelopens*

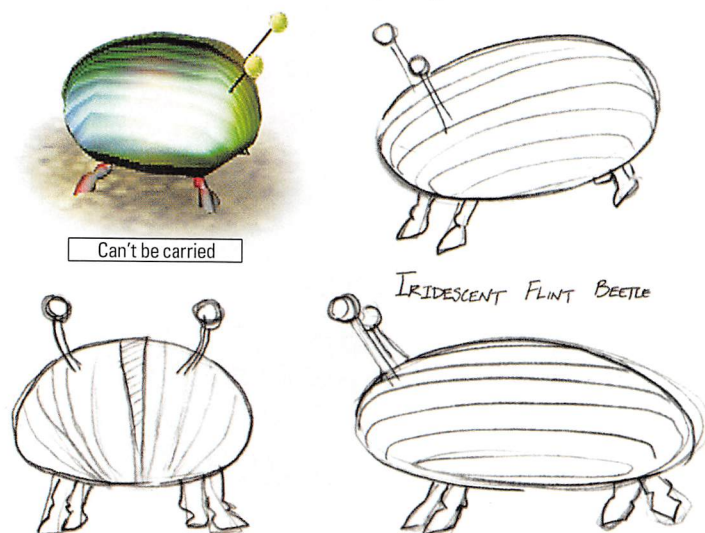
Habitat: *The Impact Site, The Forest of Hope, The Forest Navel, The Distant Spring*

Description:

Steeliprax hide in the grass during the day, but they're quite active at night, gathering food to turn into pellets. Steeliprax keep undigested food pellets in their stomachs as food for the winter months, but they will spit them out given the correct stimulus. These pellets seem to be enveloped in a membrane that seals and preserves them in a sterile, airtight environment. If kept at room temperature, this pellet membrane seems to keep its contents from spoilage for up to six months. I also believe that the membrane is made from the same substance that gives the exoskeleton of the steeliprax its beautiful appearance.



Pikmin will automatically attack the elusive and harmless flint beetle when it appears. If your Pikmin defeat it, a pellet will appear.



Mamuta (mə-'mü-tə)

Common Name: *Mamuta*

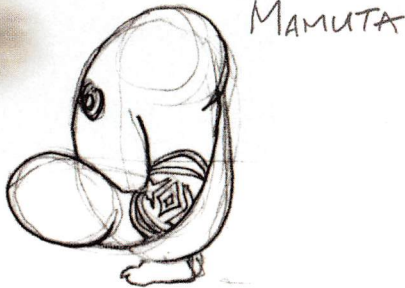
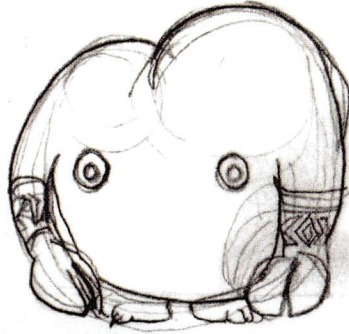
Technical Name: *The Great Protector (God of All Pikmin)*

Binomial Nomenclature: *none*

Habitat: *The Impact Site*



To carry: 8 Seeds: 15



Description:

Displaying a powerful body covered with short white hair, this creature seems to enjoy the presence of beautiful flowers and other decorations. The armbandlike attachment makes one think that this creature might be intelligent, but no details are known. Usually prone to peaceful behavior, this creature will go mad when attacked and retaliate with scissorlike chopping motions of its powerful arms that bury any opponent in the ground.



If you visit the Impact Site on an even-numbered day (between Days 8 and 30), you'll encounter the mamuta on the big tree stump. If the mamuta attacks your Pikmin, it won't harm them—it will merely pound them into the ground, and your replanted Pikmin will instantly bloom into flowers.

Pearly Clamclamp ('pər-lē 'klam-klamp)

Common Name: *Pearly Clamclamp*

Technical Name: *Ploister*

Binomial Nomenclature: *Lapis regrettabilis*

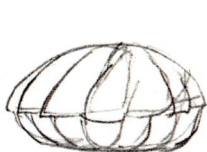
Habitat: *The Impact Site*



PEARLY CLAMCLAMP

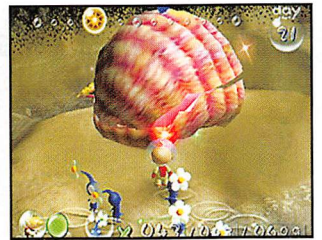


To carry: 3 Seeds: 50



Description:

To lure then trap creatures that are attracted to small shiny objects, the ploister turns undigested foodstuffs into round beads with the same secretion that makes up its shell. The pearl-like substance has a layering that is thinner and weaker than a real pearl, reducing it in value.



Shortly after you toss Pikmin into a pearly clamclamp, its shell will snap shut. Don't let the clam gobble up your Pikmin by ordering them in and out of the shell before it has a chance to clam up. If your Pikmin can smack the clamclamp's pearl free from the shell, they can cash it in at an onion to earn 50 seeds.

Puffstool

('pəf-stül)

Common Name: *Puffstool*

Technical Name: *Red Sporovid*

Binomial Nomenclature: *Aspergilla podronis*

Habitat: *The Forest Navel*



To carry: 10 Seeds: 30



PUFFSTOOL

Description:

Red sporovids seem to have developed higher functions than other fungi, as evidenced by the protruding reproductive organs on their caps. These organs act much like a flower would on a normal plant. This species appears to be able to separate for a short time from the fungal colony to which it belongs. This occurs when the mushroom cap has reached a certain size and the spore sac is full. It will then sever its connection to the colony to walk around a limited area to spread the spores. This walking form can no longer absorb nutrients from the colony, but if the released spores contact another living creature, spore-encased fungal filaments will begin an explosive cycle of reproduction within the host, taking over its central nervous system. The host will then be controlled by the red sporovid within its area of activity. Edible, considered a delicacy. Referred to as "punchstool" in some locales.



Chase the puffstool and crowd your Pikmin around its feet to topple the mushroom. When it's upside-down, toss Pikmin onto its stem. If the puffstool flips back over, its cap will tremble—the telltale sign that it's about to release poisonous spores. Retreat or the spores will turn your Pikmin into zombies.

Puffy Blowhog

('pə-fē 'blō-häg)

Common Name: *Puffy Blowhog*

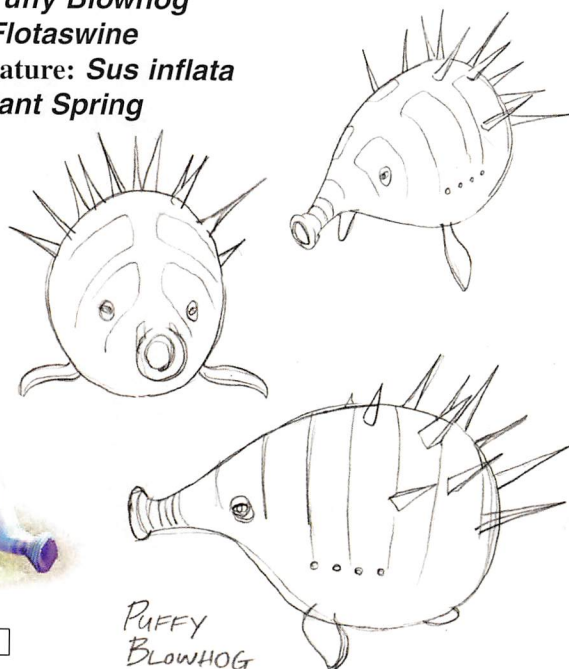
Technical Name: *Flotaswine*

Binomial Nomenclature: *Sus inflata*

Habitat: *The Distant Spring*



Can't be carried



PUFFY BLOWHOG

Description:

This odd species—a relative of the porcifero—uses internally generated hydrogen to inflate a flotation bladder. The flotaswine blows fallen leaves and grass around to eat the bugs underneath.



The puffy blowhog's powerful breath will blow your Pikmin away if they stand in front of its snout when it exhales. Its gust will blow the petals off your flower Pikmin and revert them to their leaf stage, so avoid standing in front of the blowhog. Ground it by attacking from behind or from below.

Sheargrub ('shir-grəb)

Common Name: *Sheargrub (female)*

Technical Name: *Mandiblard*

Binomial Nomenclature: *Himeagea mandibulosa*

Habitat: *The Forest of Hope*



Female sheargrubs are the weakest of the mandiblard family. All mandiblards feed on wooden bridges, so make sure that you exterminate the pests before the bugs undo your handiwork.

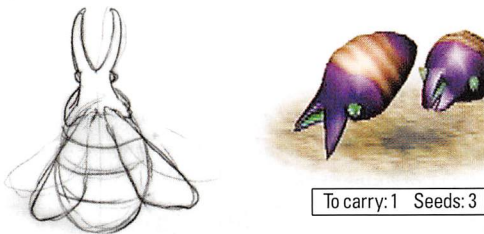


Common Name: *Sheargrub (male)*

Technical Name: *Mandiblard*

Binomial Nomenclature: *Himeagea mandibulosa*

Habitat: *The Forest of Hope, The Forest Navel*



Male sheargrubs are stronger and more dangerous than the females. Recruit around five Pikmin to take on a male of the species. Swarm over the purple bugs using the C Stick to defeat them.



Shearwig ('shir-wig)

Common Name: *Shearwig*

Technical Name: *Flying Mandiblard*

Binomial Nomenclature: *Himeagea volaris*

Habitat: *The Forest Navel, The Distant Spring*



Description:

Unusual for their genus, flying mandiblards have retained their wings. However, only the adult males of this species can fly. Females of this species spend most of their life span underground. They do emerge for a period after maturation to spawn, but they never metamorphose.



Like sheargrubs, shearwigs emerge from underground when Pikmin are near. Battle a shearwig as if it were a male sheargrub. If the shearwig takes wing, you can easily defeat it by tossing a Pikmin at it.

Smoky Progg

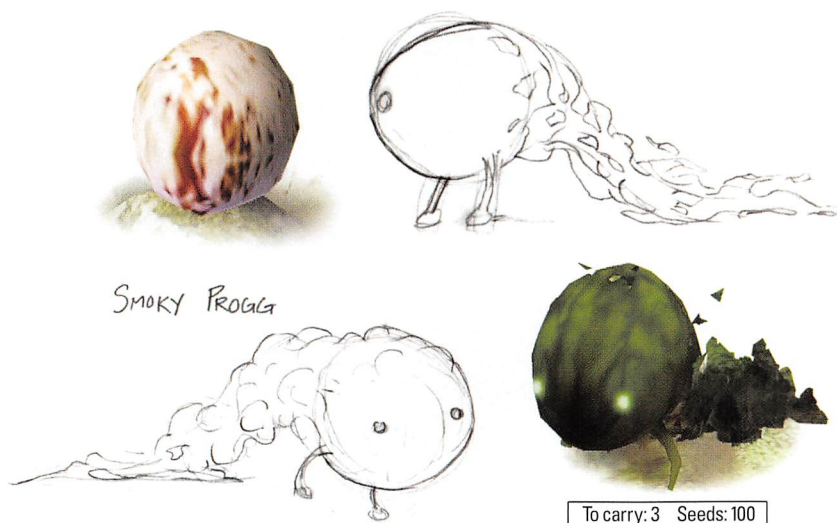
('smō-kē 'präg)

Common Name: **Smoky Progg**

Technical Name: **Piku-Lord (Lord of Pikmin)**

Binomial Nomenclature: **none**

Habitat: **The Distant Spring**



To carry: 3 Seeds: 100

Description:

Some say that this is a larval version of mamuta that was unable to complete the transformation, but as with mamuta, the smoky progg is shrouded in mystery.



The defeated smoky progg pearl can produce 100 new Pikmin. The ghostly creature's egg disappears from the Distant Spring after Day 15. If you find the egg, attack it until it shakes, then quickly retreat and follow the hatched progg to your landing site. Relentlessly toss Pikmin at its head and stay out of its path.

Spotty Bulbear

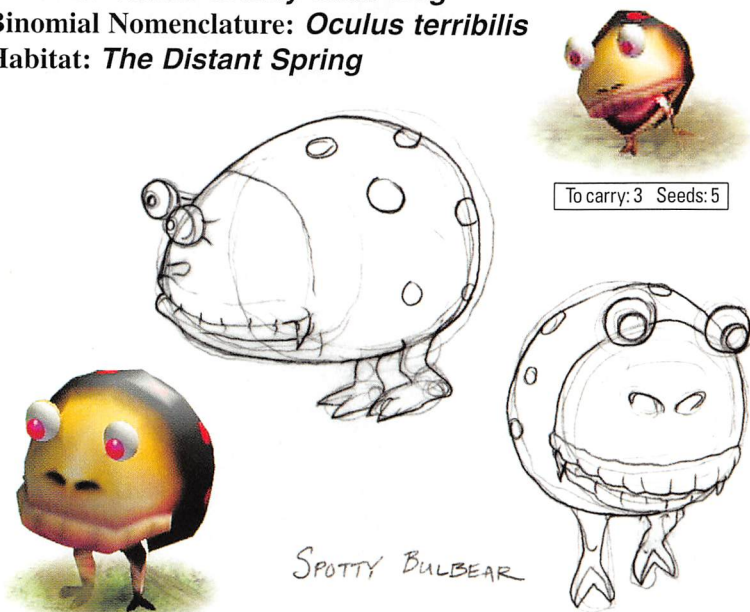
('spä-tē 'bül-bar)

Common Name: **Spotty Bulbear**

Technical Name: **Grizzly Grub-Dog**

Binomial Nomenclature: **Oculus terribilis**

Habitat: **The Distant Spring**

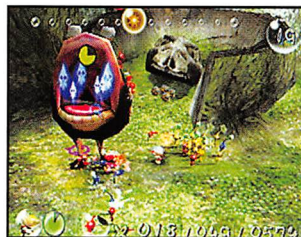


To carry: 3 Seeds: 5

To carry: 10 Seeds: 15

Description:

A stronger, darker version of the greater grub-dog that appears in small numbers, perhaps the result of environmental changes. This rare subspecies of bulborb has a certain indefatigability.



The spotty bulbear behaves much like the spotty bulborb, and you can use the same tactics to defeat either variety of grub-dog. The spotty bulbear seems to be slower than the spotty bulborb, but the darker species is also stronger.



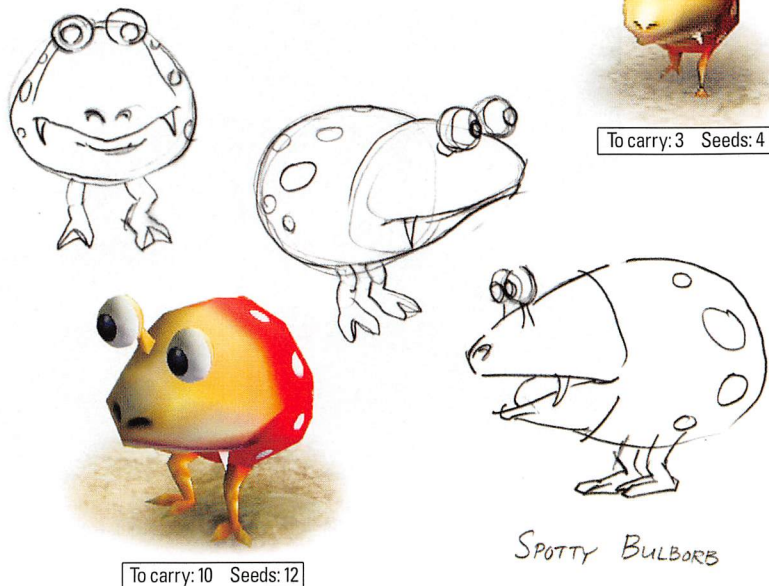
Spotty Bulborb (*'spä-tē 'bül-bōrb*)

Common Name: *Spotty Bulborb*

Technical Name: *Greater Grub-Dog*

Binomial Nomenclature: *Oculus kageyamii*

Habitat: *The Forest of Hope*



Description:

This large organism has the familiar mandibles and cranial morphology of the grub-dog family, as well as the characteristic bulging eyes. As with most grub-dogs, its cranium comprises half of the organism's length and girth. Showing a scarlet abdomen with white spots, this creature is primarily nocturnal, choosing to prey upon smaller creatures returning to their nests. Juvenile greater grub-dogs live in treetops until developing spots, then fall to the ground to begin a similar predatory behavior.



Throw Pikmin at the adult spotty bulborb's back while marching the rest of your troop into its feet. Steer clear of the bulborb's mouth.

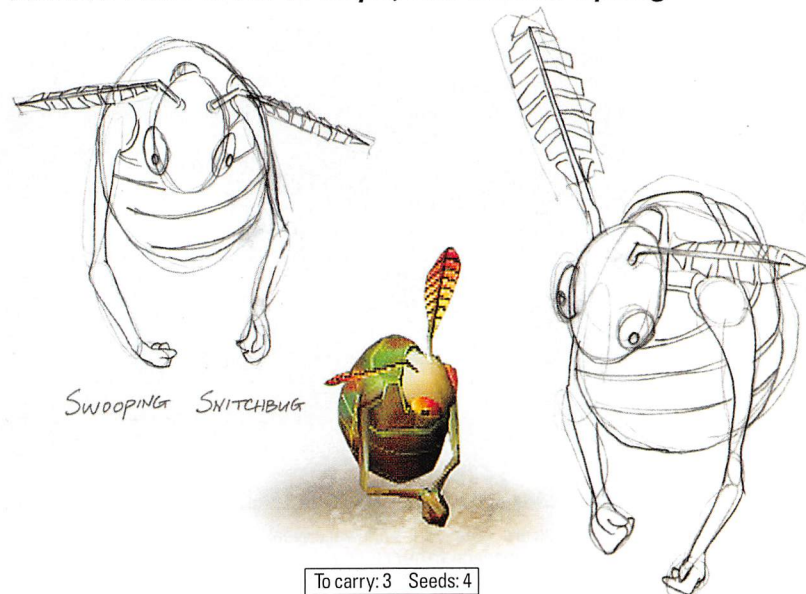
Swooping Snitchbug (*'swü-ping 'snich-bæg*)

Common Name: *Swooping Snitchbug*

Technical Name: *Scarpanid*

Binomial Nomenclature: *Scarpanica kesperens*

Habitat: *The Forest of Hope, The Distant Spring*



Description:

The scarpanids originally lived on the ground with poorly developed vestigial wings. This species developed enlarged antennae that can be used as functioning wings. Scarpanids are attracted by the sight of large groups of Pikmin in cavalry formation and will swoop down to seize them. However, scarpanids do not eat Pikmin, and they will drop any seized Pikmin after a short time. The reason for this activity is as yet unknown, but I look forward to future research in the area.



The annoying swooping snitchbug will appear in the Forest of Hope (between Days 15 and 30) and the Distant Spring. In both regions, the bug will snatch up Pikmin and replant them. If a swooping snitchbug flies by, force it to land by tossing Pikmin at it. When it comes crashing down, surround it with Pikmin.

Water Dumple

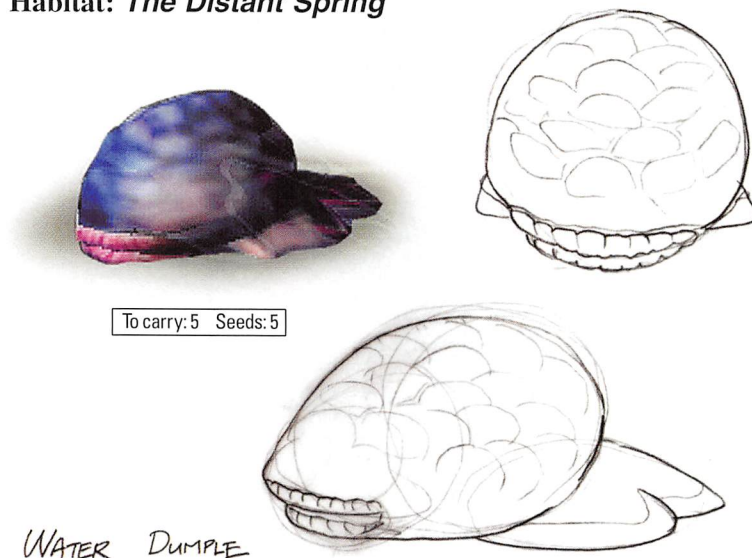
('wò-tər 'dəm-pəl)

Common Name: *Water Dumple*

Technical Name: *Whiskered Water Dumple*

Binomial Nomenclature: *Ichthyosa felinis*

Habitat: *The Distant Spring*



Description:

A carnivorous species of marine life, the water dumple uses its oversized jaws to capture its prey. The mandibles of the water dumple extend halfway across the length of its body, and its large gullet enables the predatory fish to consume large quantities of food quickly and efficiently. Water dumplings travel in schools, posing a great threat to anything that enters the waters they patrol. This aquatic creature is a close relative of the bulborb.



If it has a big mouth, then it loves to eat Pikmin. Avoid the water dumple's lethal jaws and send a handful of Pikmin to attack from behind.

Wogpole

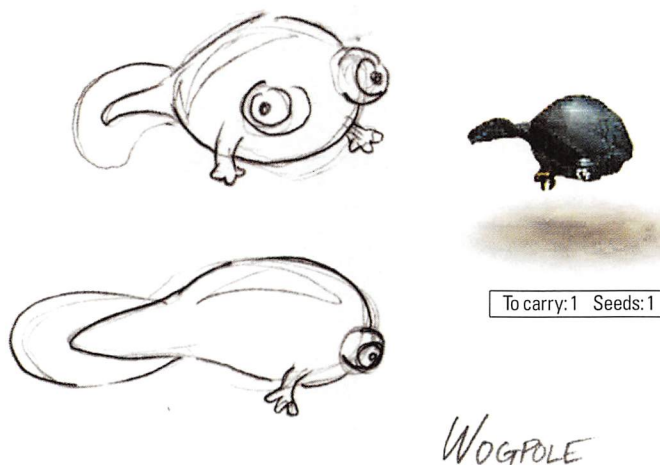
('wäg-pōl)

Common Name: *Wogpole*

Technical Name: *Amphituber*

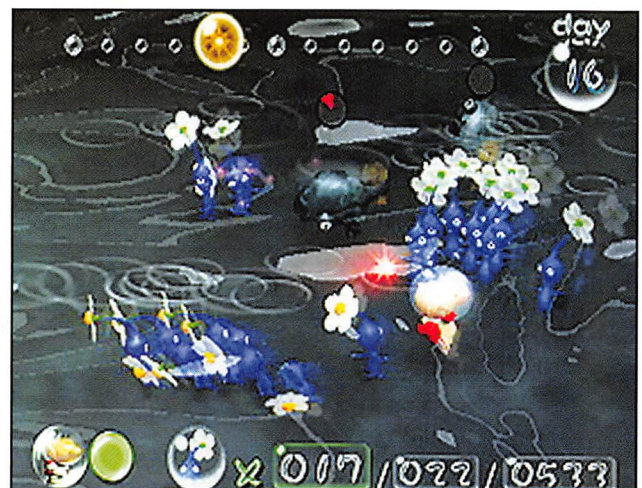
Binomial Nomenclature: *Amphicaris frodendum*

Habitat: *The Forest of Hope, The Distant Spring*



Description:

Though it loses some of its ability to swim during adulthood, the wollywog lives exclusively in water during its larval stage of development. As a tadpole, the wollywog navigates through the water using its finned tail. Upon maturation, the wollywog develops powerful legs, and its external gills are replaced by internal ones. This creature appears to be a newborn yellow wollywog in tadpole form.



Wogpoles are defenseless and very weak. They're also very swift. If your Pikmin manage to get close to one, they'll chase after it until they can catch up and defeat it. A defeated wogpole produces only one Pikmin seed when its body is delivered to an onion, so hunting down baby wollywogs might be more trouble than it's worth.

Wollywog ('wa-lē-wäg)

Common Name: **Wollywog (White)**

Technical Name: **Amphituber**

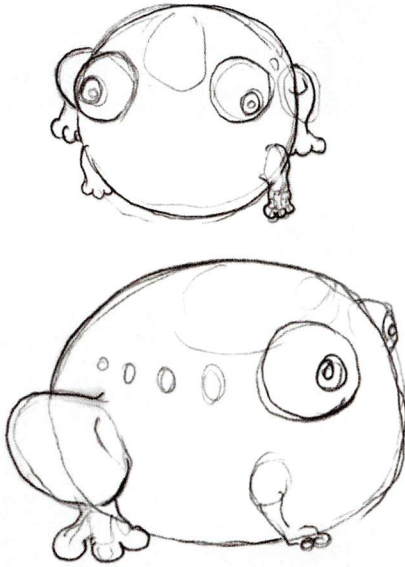
Binomial Nomenclature: **Amphicaris frodendum**

Habitat: **The Forest Navel**



To carry: 7 Seeds: 8

WOLLYWOG



Description:

This creature's coloration results from remaining sheltered in its cavernous dwelling.



When the wollywog hops, keep your Pikmin clear of its shadow. The moment the wollywog lands, use the C Stick to march your Pikmin into the belly-flopper. Rotate the C Stick in circles to ensure that your Pikmin stampede has the wollywog fully surrounded. Around 60 Pikmin can easily make it croak.

Yellow Wollywog ('ye-lō 'wa-lē-wäg)

Common Name: **Yellow Wollywog**

Technical Name: **Amphituber**

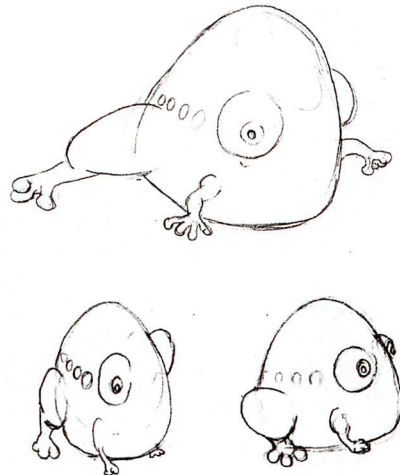
Binomial Nomenclature: **Amphicaris frodendum**

Habitat: **The Distant Spring**



To carry: 7 Seeds: 8

YELLOW WOLLYWOG



Description:

This fabulous specimen has the brightest gold coloration and the highest number of spots lateral to the eye pit of any member in the amphituber family. This species seems to have lost some swimming proficiency with the evolutionary adaptation that allowed it greater jumping ability. The amphituber inhabits aquatic shallows and shows an instinctive drive to jump upon and squash any smaller moving creatures.



The yellow species of wollywog is native to the Distant Spring. The tactics you use to defeat the white variety works just as well on the yellow wollywog.



Challenge Mode

I miss my planet, but I don't have to be lonely. While I'm stranded away from home, my Pikmin can keep me company. Sure, they're not much for conversation and their blank stares are a trifle unnerving, but they're quite loyal and eager to lend a hand. I could always use more friends like that (minus the glazed-over looks), so I am posing a challenge to myself to see just how many Pikmin pals I can make over the course of a single day . . .



Population Perpetuation

As soon as you've met all three colors of Pikmin in the normal 30-day adventure, Challenge Mode will appear as an option on the main menu. In Challenge Mode, you race against the sun to see how many Pikmin you can raise in a single day. You can try to harvest a bumper crop of Pikmin in any of the five areas from the main adventure, but only the locales you've unlocked during your 30-day mission will be available as challenges.

Longer Days

The days are longer in Challenge Mode than they are in the main adventure. Since the sun sets later than normal, you'll have a little more time on your hands to grow Pikmin. Even so, you'll still want to work fast to boost your harvest and high score before the sun goes down.



Prime Pikmin

You'll start the day with a fixed number of Pikmin sprouts that are ripe for the picking. At the crack of dawn, you'll begin with nine, 15 or 24 Pikmin, depending on the area you're visiting. The colors of your starting crew are divided evenly, so you'll start with an equal number of reds, yellows and blues.



Map Changes

Though Challenge Mode takes place in the Impact Site, the Forest of Hope, the Forest Navel, the Distant Spring and the Final Trial, the areas have been slightly modified. Gates that appeared in the main mode might be gone, while other features might appear in new spots.



Surprise Enemies

In Challenge Mode, enemies will pop up in places where they didn't appear previously. The Field Guide on page 65 details the native habitat of the game's wildlife, but the areas listed correspond to the creatures' hangouts from the 30-day adventure only. Creatures inhabit different and unlisted locales in Challenge Mode.





Pikmin Arithmetic

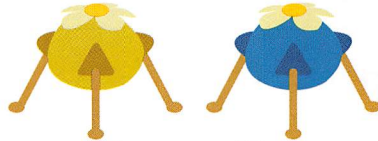
Since Challenge Mode is all about the number of Pikmin you can raise in a day, you'll need to maximize the number of seeds you can produce. Pellets come in three colors, and you'll earn the maximum seeds that the pellet can produce if your Pikmin transport the tablet to the onion of matching color. If the color of the onion and the pellet it receives don't match, you'll score fewer seeds. The chart below details the pellet types and the Pikmin they produce. For example, if your Pikmin deliver a red 20-pellet to a red onion, you'll earn the maximum of 20 seeds. If the red 20-pellet arrives at a yellow or blue onion, you'll earn only 10 seeds.



Red Onion



Yellow or Blue Onion



To maximize the number of seeds you'll earn from a pellet, color coordinate. Pikmin should match the color of the pellet they're carrying.



When a group of different colored Pikmin are lugging an item, the onion that matches the color of the majority will be the destination. Make sure that more than half of the Pikmin match the color of the pellet.



Staying on Schedule

Better Off Red

While Challenge Mode fills each area with pellets aplenty, you'll still want to score some seeds from the local enemies. Since the object is to rack up a massive population of Pikmin, you should fight low-risk battles to avoid casualties. Red Pikmin are the most reliable fighters, so cultivate some crimson.



Flower Power

The sooner your Pikmin can transport an item to an onion, the sooner you'll be able to put them back to work on raking in more pellets. Flower Pikmin travel the fastest, so seek out the region's nectar and march your troops into a puddle of it so they'll be in full bloom and light on their feet.



Time Well Spent

Play efficiently. Never stand around waiting for your Pikmin to finish a job. While one troop is busy, lead another to a new task. Also spend downtime maintaining the sprouts at your landing site. Pick them so they don't cause you to reach your 100-Pikmin limit for seedlings allowed outside the ship.



The Impact Site Challenge

It looks like I have only nine Pikmin sprouts to work with this morning. But that's no problem—nine Pikmin can soon turn into dozens, especially since I spy a plethora of Pikmin-producing pellets dotting the landscape. According to my calculations (ambitious ones at that), I can raise close to 200 Pikmin today if I work efficiently and fast. Very, very fast. I'd better get picking . . .



Target Score: 194 Pikmin

A Pellet Pilferer 2

As soon as your day starts, a breadbug will try to snatch one of the pellets and drag it back to its leafy nest. Defeat the bug quickly so it doesn't steal everything in sight. Pick at least



two Pikmin sprouts at the get-go, then order them to grab whatever the breadbug has in its mouth. Your Pikmin will drag the live breadbug, and they'll defeat it if they take it to an onion twice.

B Stumped?

Three 10-pellets sit on a stump. The ramped walkway leading to the top of the stump is too steep to climb. To reach the top, stand at the foot of the ramp and toss your Pikmin as high up on the ramp as you can. Meet your crew by launching yourself with the nearby geyser. Whistle at your waiting Pikmin, then lead them to the pellet prizes at the summit.



© Double Blast 2

Stone gates are weaker in Challenge Mode, and the one at point C requires only two blasts. Lead a pair of yellow Pikmin into the cardboard box to find the bombs for the job.

CREATURE KEY

Creatures that can produce Pikmin appear on the map.



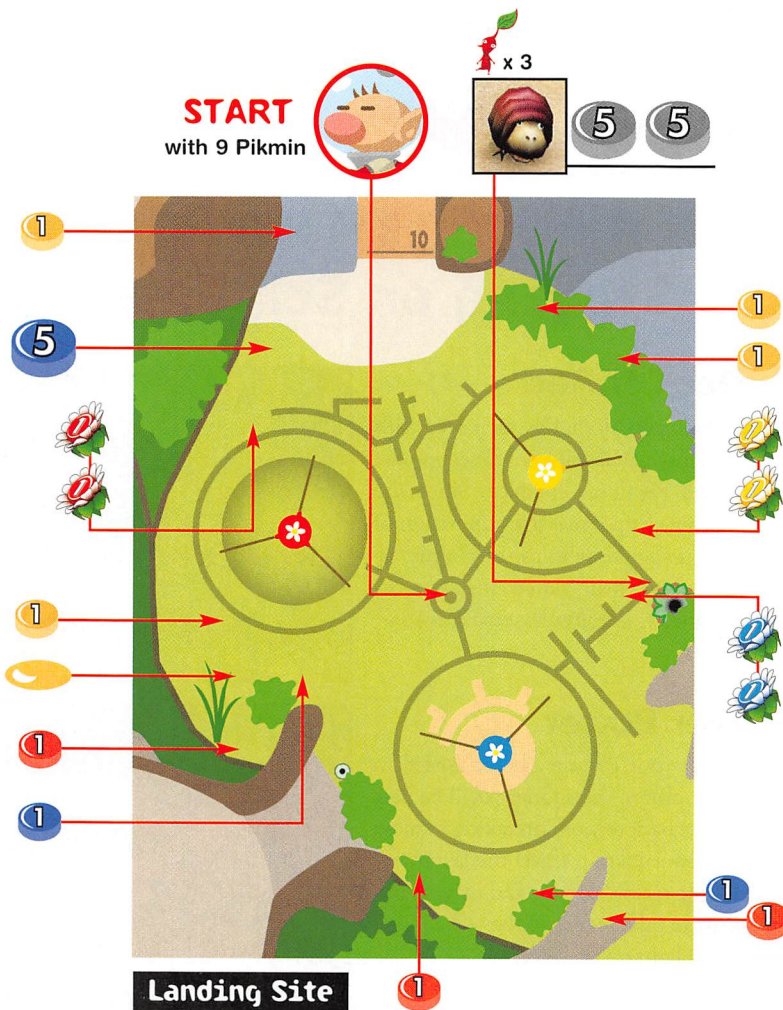
x 3

The number of seeds the pictured creature's body produces at an onion appears on top.



5

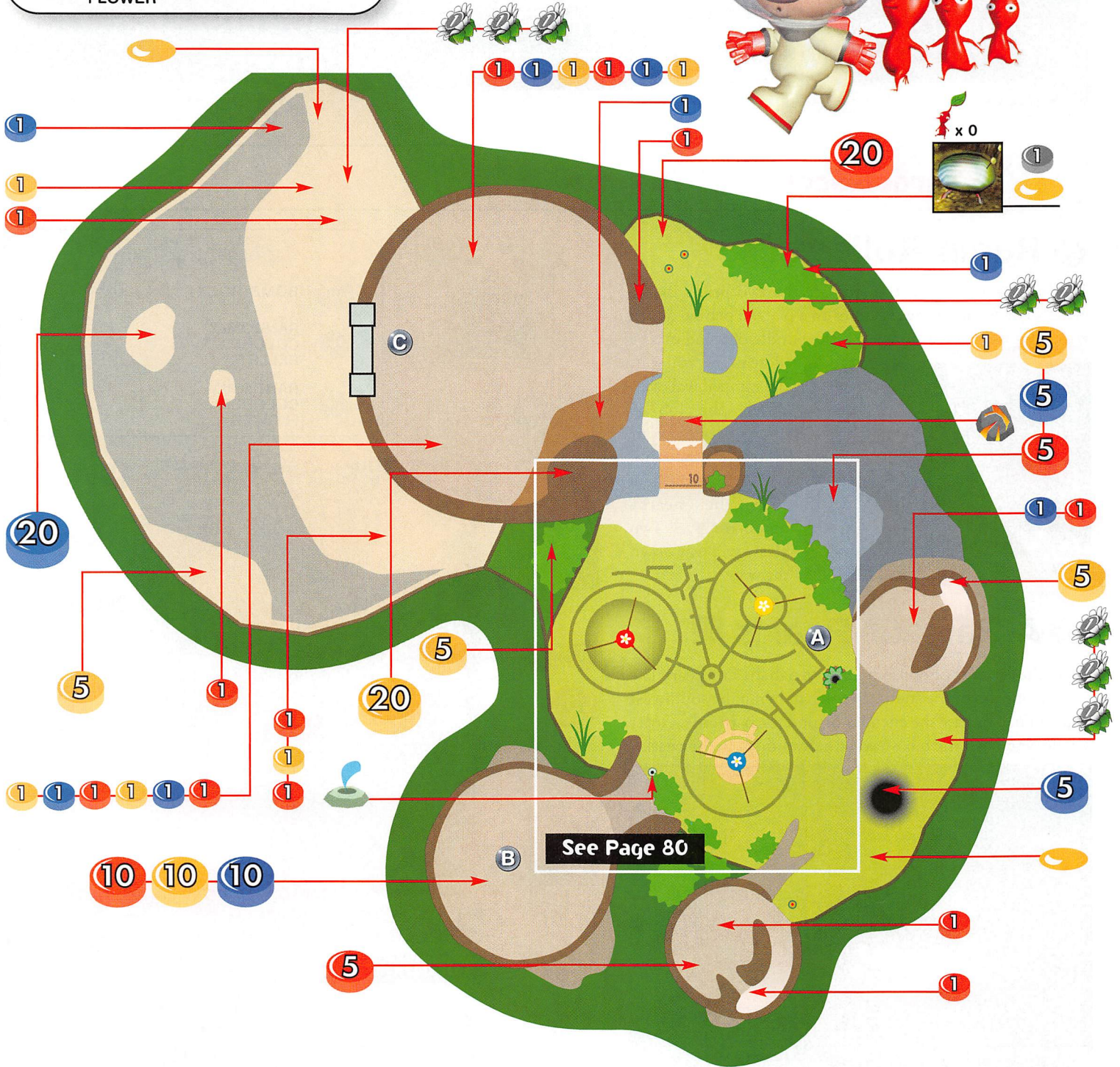
The pellets you win by defeating the creature appear to the right.





Map Key

- BOMB-ROCK
- NECTAR
- RANDOMLY COLORED PELLET
- GEYSER
- RANDOMLY COLORED FLOWER



The Forest of Hope Challenge

I dubbed this region “The Forest of Hope” for a reason—the woodsy area holds a lot of promise. Before I even venture beyond my landing site, I can harvest up to 42 Pikmin using the pellets scattered around the onions. That’s a great start, and I have a feeling that my luck will get even better as I do more exploring. If things don’t get better, I suppose I’ll have to come up with a new name for this place . . .



Target Score: 333 Pikmin

A Ramp Rollout 2

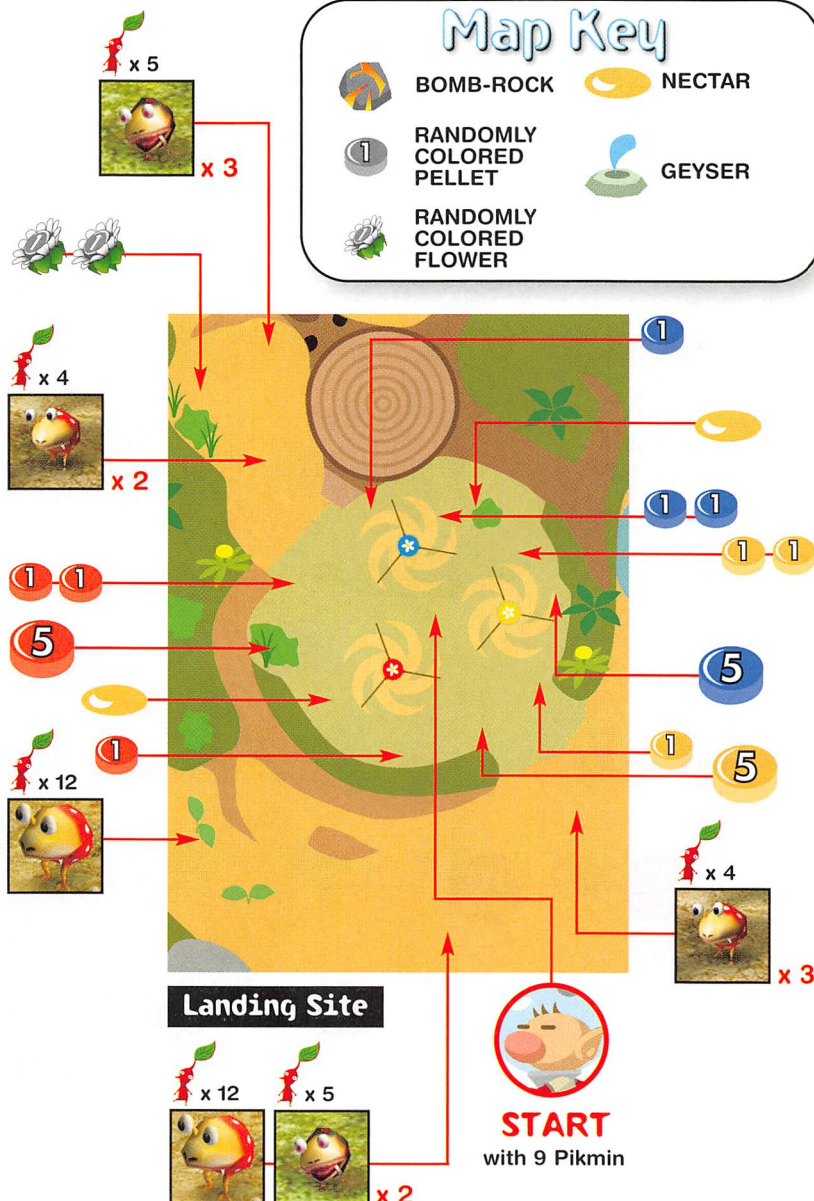
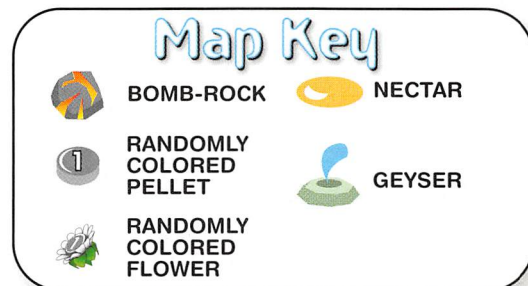
The big-ticket items in the area are the two pearls in the pearly clamclamps. One clam sits on a plateau behind a rock wall. Toss yellow Pikmin behind the bundle of wood on the



plateau to roll out the ramped walkway. When the job is done, lead your yellows up the ramp and arm two of them with the nearby bomb-rocks. Two blasts will tear down the wall.

B A Pair of Pearls 10

Go to the top of the ramp at point A to nab the first pearl. The second one lies to the south. To reach it, bomb the southwest gate, then eliminate the enemies behind the barricade. Order 10 blues to push the box so you can lead them to the pearl.



None of the area's enemies leave behind pellets.

- x 15
- x 12
- x 2
- (5)
- x 12
- (20)
- x 5
- x 4
- x 2
- (10)
- x 15
- (10)
- x 4
- x 2
- (1) (1) (1)
- (20)
- x 4
- x 3
- x 15
- x 15
- x 12
- x 50
- B
- x 4
- x 12
- x 5
- x 2
- (1) (1) (1)
- (5)
- x 4
- x 15
- (10)
- x 5
- (10)
- (1) (1)
- (20)
- x 50
- A
- See page 82

The Forest Navel Challenge

Into the belly of the forest I go, scouring the insides of a cave to harvest Pikmin galore. After my initial flyby, I think it's safe to say that the area's terrain isn't as treacherous as it was during my previous visits. Some gates are gone and the volcanic spouts lining the region's long, uphill ridge seem to have disappeared! Now, if I could only make that annoying breadbug vanish . . .



Target Score: 243 Pikmin

A Breadbug Blues 2

A pesky breadbug is on the prowl in the Forest Navel. Since the bug goes after a blue pellet as soon as the day starts, pluck your blue sprouts first and order them to seize the stolen



tablet. It'll take two of your blues to win the tug-of-war, and you'll end up with two Pikmin seeds—and a wounded breadbug—when your Pikmin drag the pellet and the attached bug to their onion.

B Clam Slam **8**

Reaching the mesa at point B isn't as difficult as it was in the main adventure. Red and blue Pikmin aren't required for the trek, so lead your yellows to the mesa, then toss them in front of the pearly clamclump. Use the submerged geyser to join your Pikmin, then order them to battle the clam for its pearl.



Map Key



STICK



NECTAR



**RANDOMLY
COLORED
BULLET**

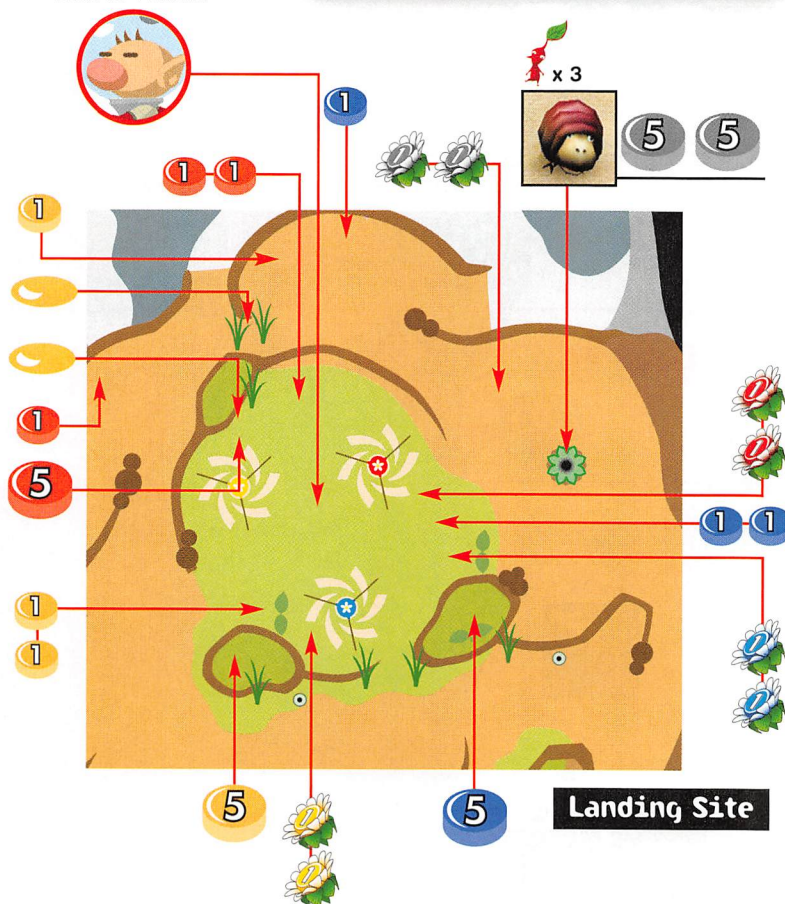


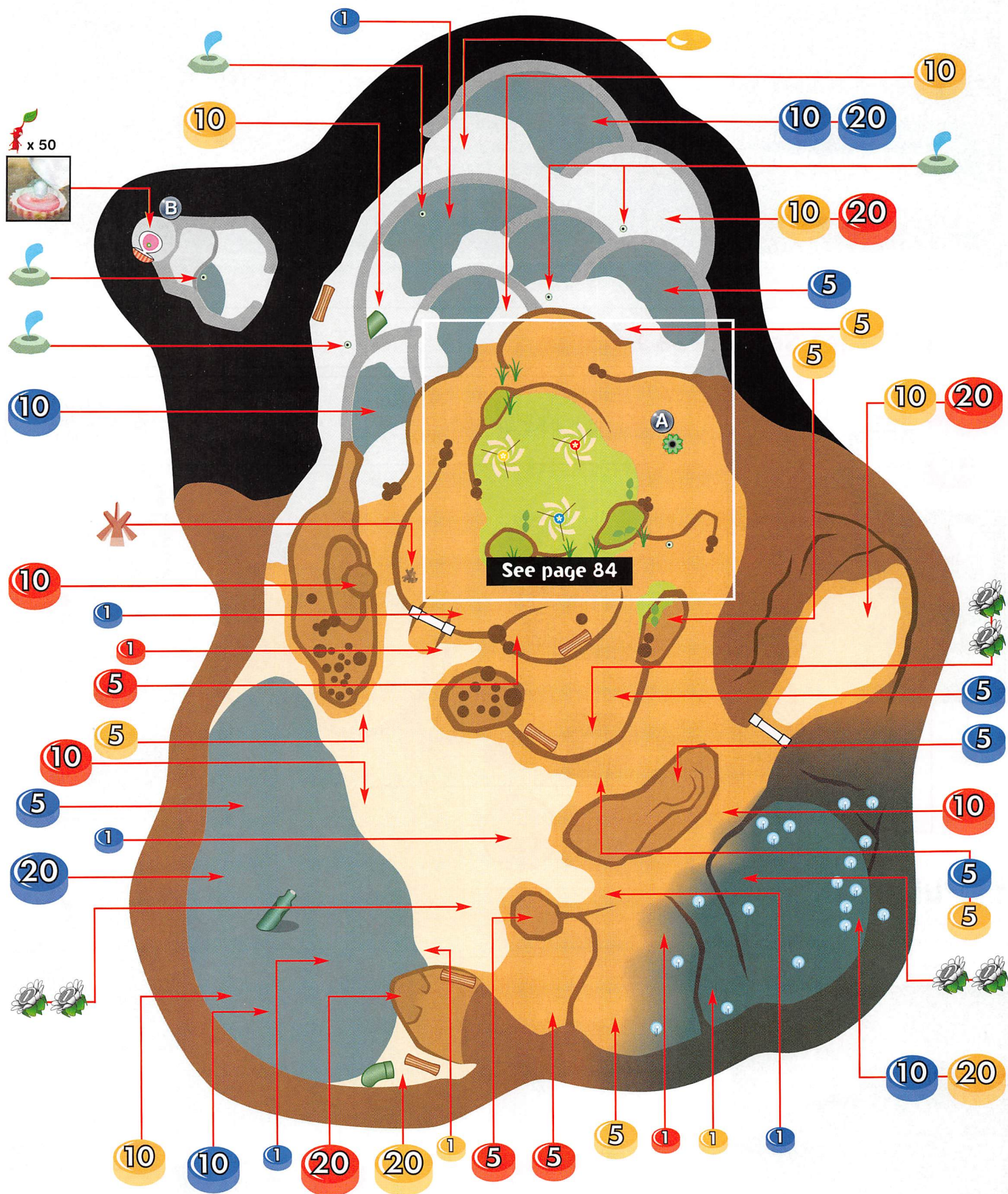
GEYSER

RANDOMLY
COLORED
FLOWER

START

with 15 Pikmin



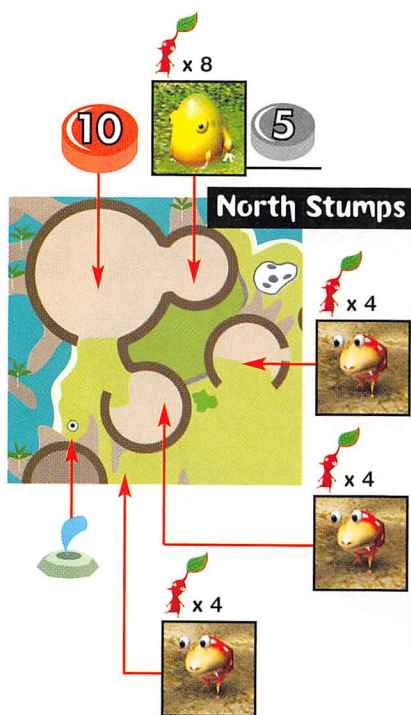


The Distant Spring Challenge

At the get-go, I have only 15 Pikmin at my disposal. That'll soon change, though. With my fine-tuned surveying skills, I've been able to spot two puffstools milling about the region. Those mushrooms can produce a bumper crop of Pikmin, so I think I'll make it a priority to pick a fight with the fungi.



Target Score: 258 Pikmin



A Puffstools

Seek out the area's two puffstools. Each mushroom will reward you with 30 Pikmin seeds.

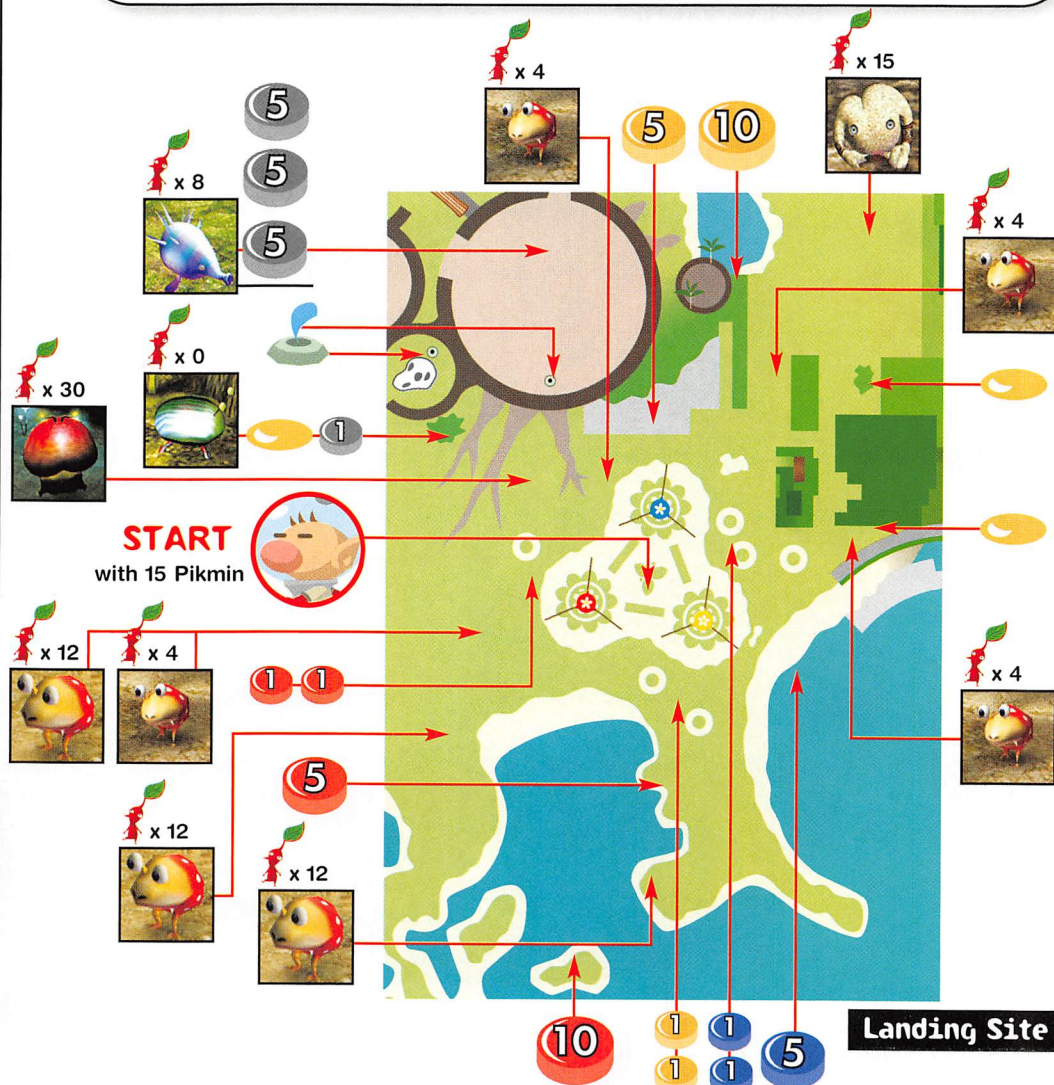


Map Key

① RANDOMLY COLORED PELLET



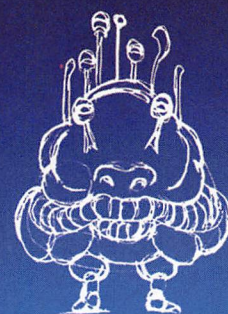
RANDOMLY COLORED FLOWER





The Final Trial Challenge

How odd! It seems that I have 100 sprouts planted in this area and they're just waiting to be picked! Only 24 of them are at my landing site while the rest are scattered around the landscape. I guess I'll have to hunt and harvest the hidden Pikmin since I have already hit my 100-Pikmin quota and the ceiling limit restricts me from planting any additional sprouts.



Target Score: 212 Pikmin

A Push the Box 10 8

Unlike the other challenges, the Final Trial starts you out with 100 sprouts, but only 24 are at your landing site. You can't grow new Pikmin, so you'll have to harvest whatever's out there. Start your search by plucking up some blues and ordering them to build a bridge to the shore. Harvest the red Pikmin at your landing site and the ones near the bundle of bridge wood, then lead them across the fiery path so they can push the box.



B Across the Pond 24 2

Uproot every blue Pikmin you can find, then lead them to the second bridge section at point B. The yellow wollywog will try to squash your construction workers, so battle the critter before going to work. When you've deep-sixed the wollywog, build the bridge, then lead all your Pikmin across the pass so you can tear down the white gate. Call two yellow Pikmin off the job so they can grab some bombs from the cardboard box that the red Pikmin shoved aside in step A.



C Beady Battle 60 2

In the main adventure, an emperor bulblax lurked in the arena. In Challenge Mode, a beady long legs makes the lair its home. Lead your Pikmin to the rock gate in the back of the arena and steer clear of the central area so you won't summon the bug. Order your yellow bombers to blast the wall and pick all the sprouts in the arena before you pick a fight with the leggy insect.





Map Key

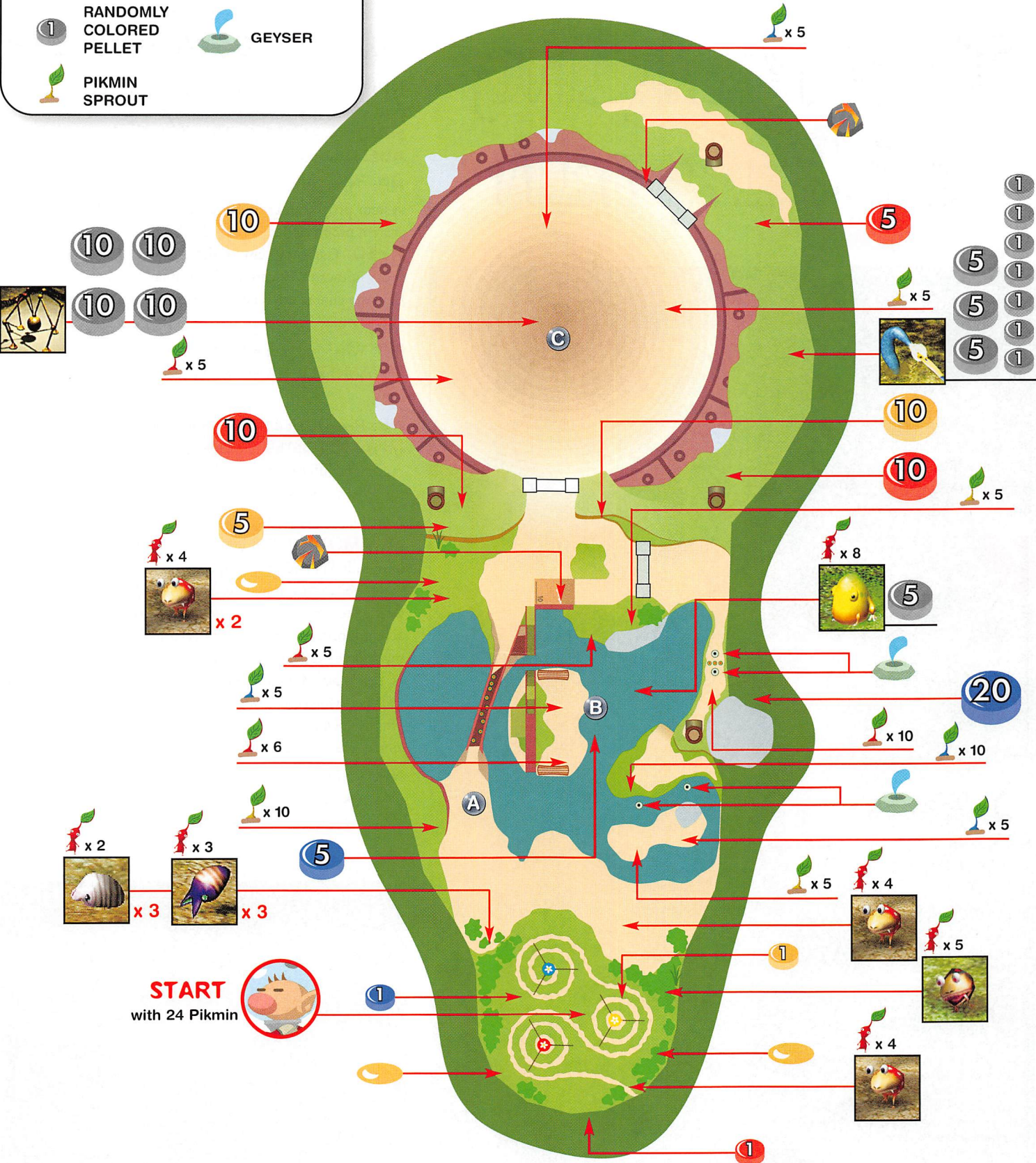
BOMB-ROCK

NECTAR

RANDOMLY COLORED PELLET

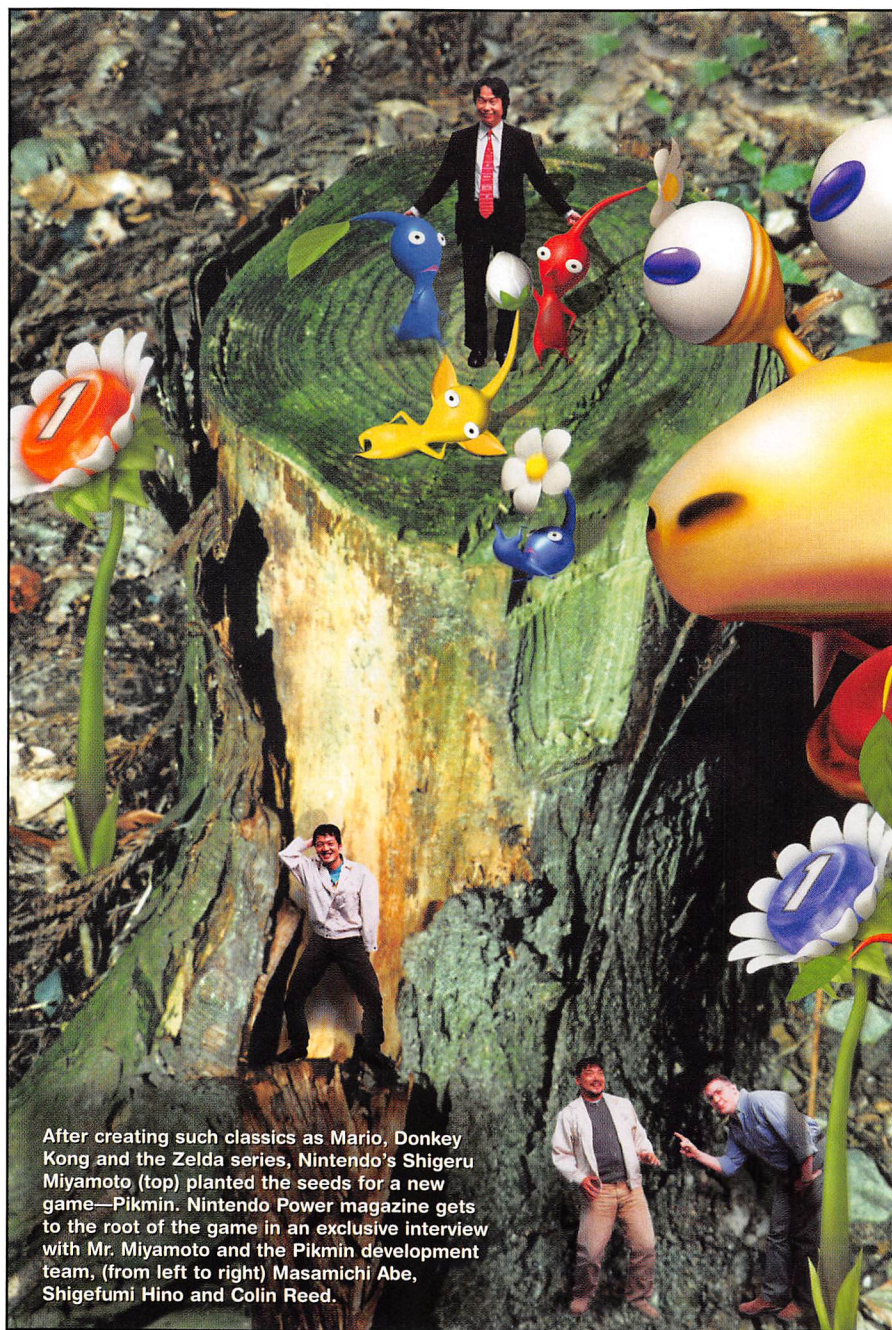
GEYSER

PIKMIN SPROUT



Nintendo Power Interview

The Making of Pikmin



After creating such classics as Mario, Donkey Kong and the Zelda series, Nintendo's Shigeru Miyamoto (top) planted the seeds for a new game—Pikmin. Nintendo Power magazine gets to the root of the game in an exclusive interview with Mr. Miyamoto and the Pikmin development team, (from left to right) Masamichi Abe, Shigefumi Hino and Colin Reed.

It All Started with Adam and Eve

NP: Two people have the role of director of this game. How do two people share those responsibilities?

HINO: I was mainly in charge of design direction.

ABE: I was the main director of data coordination.

NP: The staff list shows that Mr. Reed is listed as main system programmer and another person is listed as game system programmer. What's the difference?

REED: Game system is the AI part. The main system programmer takes care of the animation of the characters, how the characters relate to other objects, the demo scenes and so on.

NP: What was your role, Mr. Miyamoto?

MIYAMOTO: I oversaw the general game design this time.

NP: How is that different from your usual role?

MIYAMOTO: This time, two directors were working separately on different parts of game design, and I combined those parts and sometimes suggested ideas for them.

NP: Please tell us the story of how this game got started.

MIYAMOTO: When we were in the testing stages of the Nintendo GameCube, I requested one thing—to try to animate objects as much as possible. However, my people wanted to create a game in which you control 10 or 20 characters at once. There was a discrepancy between my idea and my people's idea. In my mind, I wanted to go off the image of the "100 Marios." (As seen in the technical demo for the Nintendo GameCube shown at Space World 2000, the "100 Marios" footage depicted 128 different Marios—each with unique animations—simultaneously moving on the same screen.)

NP: Was the "100 Marios" just a demonstration to show off the Nintendo GameCube's abilities or were you actually planning on developing a game based on it?





MIYAMOTO: Yes, I was. I still want to. I used some ideas from that concept for Pikmin, but I am still keeping some ideas for future projects.

NP: Did you have the idea for this “plant-type” of character from the beginning?

MIYAMOTO: No. It was completely different at the beginning of the testing stages. We called them Adam and Eve.

HINO: When the designers had a discussion about the characters, we thought it might be better to use a simple design so we could show a lot of them at once. So we created characters that had a ball for a body and eyes and a nose. Maybe it's difficult to imagine...

MIYAMOTO: Some toys have that kind of shape. A fuzzy ball...

NP: And their names were Adam and Eve. There were only two characters at the beginning, but their numbers increased gradually, right?

MIYAMOTO: Something like that.

NP: What were they supposed to do?

MIYAMOTO: That was the most difficult part.

NP: You're showing a lot of characters on the screen at the same time and they're all moving, so what would players make them do?

MIYAMOTO: At the beginning, the idea was just to look at their life. I thought it was an interesting idea from a producer's point of view. “Watch their life” was the theme. Give them love or make them fight. Act like God. Depending on the decisions, they could make a nest and have children. While we were moving toward that theme, we faced a problem:



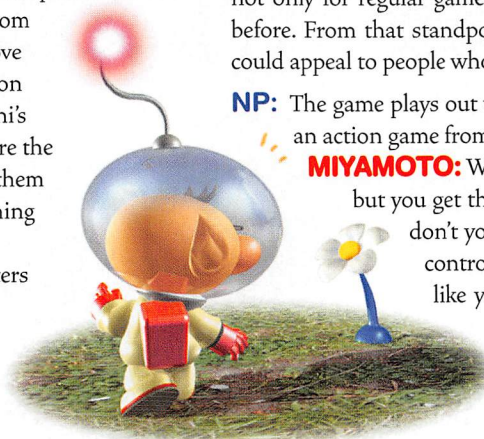
What is the goal? The process got me more involved in the game. There was a kind of desire to control a big group of characters by using the newly developed C Stick. After a while, that changed into the idea of grabbing and throwing characters. (Laughs.) Then we used trial

and error to figure out what we should ask them to do. Doing something with character AI was an ongoing goal since the beginning of the project.

NP: It was kind of a surprise to see completely new characters and a new game setup for the launch of a new hardware system.

MIYAMOTO: During the second half of game development for the Nintendo 64, we started to think about departing from the traditional concept of a game and we tried to move toward a new concept of what a game could be. Based on that thinking, we started various projects. The Yoshi's Story and 1080° Snowboarding development teams are the foundation of the Pikmin development team. I asked them to create a completely new game that would be nothing like a sequel to Mario. That was the starting point.

ABE: It was a request that there be new characters that have never existed before and all-new Controller moves.



SHIGERU MIYAMOTO

Director & General Manager, EAD
(the Entertainment, Analysis & Development group at Nintendo)
Pikmin Producer
Birthday: November 16, 1952



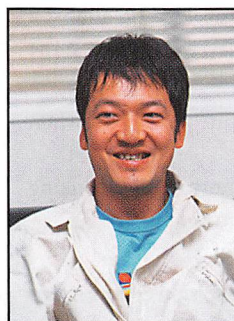
SHIGEFUMI HINO

Planner, EAD
Pikmin Director
Birthday: March 13, 1966
Worked on Super Mario World, Yoshi's Island, Yoshi's Story



MASAMICHI ABE

Planner, EAD
Pikmin Director
Birthday: January 24, 1969
Worked on 1080° Snowboarding



COLIN REED

Software Engineer, EAD
Pikmin Main System Programmer
Birthday: March 30, 1969
Worked on Wild Trax, 1080° Snowboarding



MIYAMOTO: I knew everyone was thinking about the new concept, but I thought they were still sticking to producing a game for “people who want to play one game after another.” I kept saying that we should create a game not only for regular gamers but also for those who haven't played games before. From that standpoint, I think that Pikmin became the game that could appeal to people who've never played video games before.

NP: The game plays out with action of all types. Did you intend to create an action game from the start?

MIYAMOTO: When you play this game, you control only Olimar, but you get the impression you're actually moving the Pikmin, don't you think? When you play Super Mario Bros., you control just Mario, but this game will leave you feeling like you're actually Olimar and you're controlling the Pikmin. I don't know any other game that can achieve such a feeling.

Pikmin As Big As Cats

NP: Did you choose to set Pikmin in a small backyard world from the beginning?

MIYAMOTO: No. It wasn't decided upon until we finalized the entire game design. We did not have any clear image of the game's world until then. The scale of the world was very vague at first. When we were working on the Adam and Eve idea, we had an image of a primitive world—several villages, a fight with a mammoth. How many people could survive? It had a grand scale—the original size of the spotty bulborb was as big as a mammoth. From all that, we thought it would be better to set the game in a more familiar world. We started to create the current Pikmin world about a year ago.

HINO: When we discussed the backgrounds for the world, it was suggested that we look in the forest. There was also an idea that the Pikmin could be like ants. Those two concepts fit together, and from there we arrived at the current world of Pikmin.

MIYAMOTO: The current design of Pikmin was decided on almost a full year after our first test. And six months after that, we arrived on the current world setup and scale.

NP: Does that mean that the size of the Pikmin wasn't yet decided when the design was chosen?

MIYAMOTO: Yes. Since Pikmin are plantlike creatures, I was thinking they would be around 30 centimeters to 50 centimeters tall.

REED: We were thinking they'd be about the size of a cat.

NP: What was the reaction of the team when the design of the Pikmin was presented?

REED: In the first design, they were just black with no colors. I didn't like that. No facial features like eyes or a nose. They really looked like ants. I liked them after they had colors. The original colors aren't like the current ones—they were more pastel.

MIYAMOTO: Because I like vivid colors, I decided to use red, blue and yellow.

NP: Did the Pikmin have flowers on top at the beginning?

MIYAMOTO: Yes. All of their bodies were shaped like onions or bulbs, and each Pikmin had a different body type—fat, tall, short, etc. Those differences are gone, but we added the difference in coloring.

NP: Wouldn't it be difficult for the GCN to animate 100 different-shaped Pikmin on screen at one time?

MIYAMOTO: We can do it. In fact, we could actually attach a personal life meter to each Pikmin and come up with a system so players could manage more complicated things—moving tired Pikmin over here, separating their favorite Pikmin for battle,



etc. However, the game play would get too complex if we did it. We decided to discard those ideas.

ABE: Current Pikmin are created in great detail. Each one looks at its surroundings and acts differently depending on the situation.

MIYAMOTO: It's almost the same as 100 Marios moving simultaneously.

NP: When we're commanding many Pikmin, there are always some that don't do their work. Why is that?

ABE: I wanted the player to feel that each Pikmin has its own will. There is a program that accounts for that. The game will feel more real to you if there are some Pikmin that listen to you and some that don't.

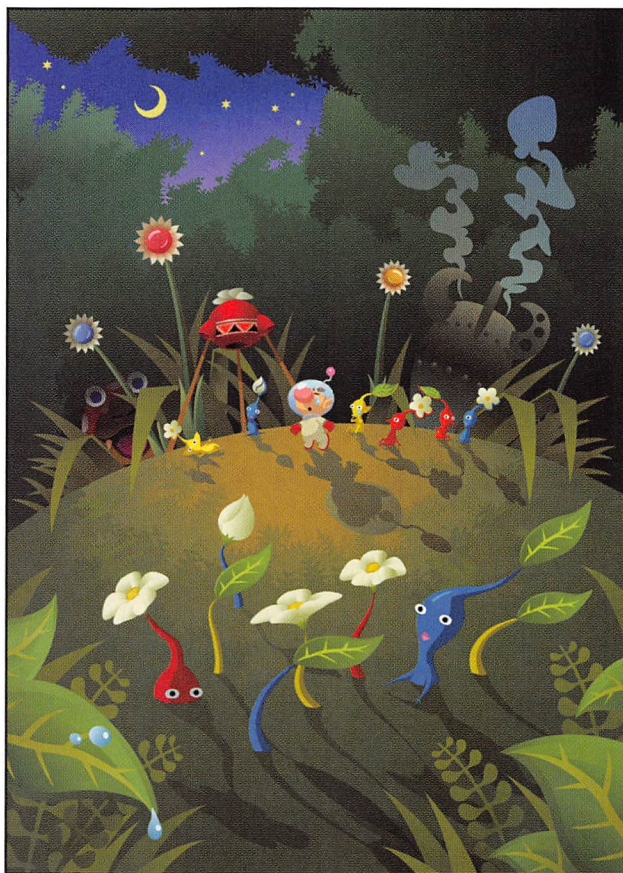
MIYAMOTO: We could allow the Pikmin to act more freely, but if we did it too much, players would start to feel unnecessary frustration. Mario Club (*Nintendo's testing group*) said that the E3 version (*the demo version of Pikmin shown at the Electronic Entertainment Expo 2001*) was better because the Pikmin followed orders correctly. I told them that they're confusing the difference between "good" and "easy." (*Laughs.*)

NP: Pikmin naturally want to beat down pellet flowers that haven't blossomed yet. Don't you think that's too much?

MIYAMOTO: I like the selfish Pikmin. When I use the whistle to call them and tell them, "Hey! It's too early! Come back here," I get the same feeling as when I'm yelling "Wait!" at a dog. (*Laughs.*)

NP: Ordering Pikmin around is fun, but it's also fun just to look at the Pikmin in the ground. They look like they're alive. If you leave a Pikmin sprout in the ground too long, will it wither?

ABE: If you don't pick it and leave it planted for a certain time, yes, it will wither. However, there's a life cycle. Withered Pikmin will turn into seeds and regrow. The reason you find some Pikmin where you had a battle with creatures is that eaten Pikmin get expelled and fertilize the ground, allowing new Pikmin to grow.



Getting It All under Control

NP: Mr. Miyamoto, you once said that you wanted to create a game in which you controlled the character with the Control Stick and used just the A Button. Did you make that comment based on this game?

MIYAMOTO: Not exactly. However, I wanted to create all games with that type of simple control setup.

NP: Is there any other good use for the C Stick besides using it to march Pikmin into something so they'll attack it or work on it?

MIYAMOTO: When you're leading many Pikmin, the group will spread out easily. If you press the C Stick in the opposite direction of where you're heading, you should be able to keep your Pikmin in organized lines.

REED: When you fight a big creature, you can keep your Pikmin near you by using the C Stick. If your Pikmin are bunched up beside you, you can throw them faster and continuously.

NP: You use the A Button everywhere in this game. Was that your intention?

MIYAMOTO: Yes. We were using a more complicated combination of A and B Button controls in the beginning. We reworked it later and tried to add functions to the A Button as much as possible.

NP: We heard that you used to be able to pick all of the Pikmin sprouts by whistling. Why is that idea gone?

MIYAMOTO: I persuaded my people to dump that idea during the last two months of development. I said, "Let's dump this idea." The idea was definitely convenient for them, though, because they had to play Pikmin every day.

NP: How did you persuade them?

MIYAMOTO: When you tried to get coins from a 10-coin block in a Mario game, how many times did you have to punch the block? "I had to punch a lot of blocks" would be what you'd remember and go away with after playing that game. So even if you need to pick 1,000 Pikmin, you'll have to push the A Button 1,000 times. *(Laughs.)*

NP: So you persuaded them forcibly. *(Laughs.)* If you press Down on the Control Pad, Olimar will lie down and Pikmin will carry him to their onion. When it tries to beam him up, fireworks will come out.

ABE: The idea was originally for enemy creatures. I thought it was a good idea to be used as a secret.



NP: Not many people will figure out that secret, though.

ABE: If you don't touch the Controller for a while, you'll get the same effect. And Pikmin will carry Olimar if you get the bad ending...

NP: Why did you choose a whistle sound for rounding up your Pikmin?

MIYAMOTO: That was my preference. I wanted the sound to be like a teacher at school. We took out the whistle for a while but ended up bringing it back. I thought, "This must be a universal sound!" *(Laughs.)*

NP: Do teachers use whistles in England, too?

REED: Yes, they do. Even more so. I couldn't understand the significance of the chime sound that rings at sunset. That sound doesn't make sense to British people.

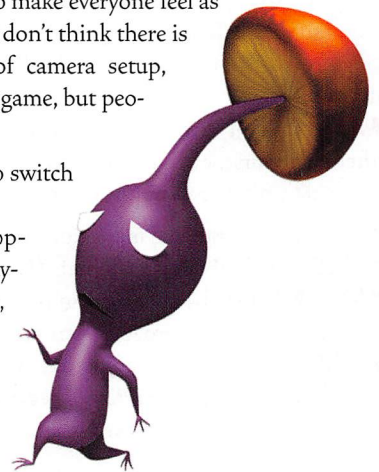
MIYAMOTO: In some rural areas of Japan, they use melodies to herald the coming of sunset.

NP: How do you approach using the camera in a Nintendo GameCube game?

MIYAMOTO: In the case of Pikmin, I wanted to make the player unaware of the camera. I aimed to make everyone feel as if the camera moved with them. I don't think there is any 3-D game with this type of camera setup, wouldn't you agree? This is a 3-D game, but people can play it like a 2-D game.

NP: It's convenient to be able to switch to top-view mode.

MIYAMOTO: I don't like top-view mode so much. Skilled players will use top-view mode a lot, but it turns each Pikmin into a simple playing piece. I was suggesting to remove that mode until the last minute of development. I really want people to play this game in regular, close-up view.



The World of Pikmin

NP: The first two stages of the game convey a strong “backyard” feeling, but the next two stages have a grander atmosphere and don’t feel like an adventure in a small world.

MIYAMOTO: Perhaps, because those two areas don’t have objects like empty boxes or cans.

HINO: The Forest Navel was made for carrying parts across long distances. That’s the reason for that type of setup.

NP: What was the inspiration for the enemy creatures?

HINO: We asked the designers to develop their concepts freely. We asked them to create things outside of nature. There are several creatures inspired by real ones.

ABE: When this was the primitive man’s story, the spotty bulborb had the role of a mammoth. The bulborb is the only enemy creature we kept from the beginning of development.

MIYAMOTO: The primitive people are after something, but they get attacked by a giant bulborb. That was the original thinking behind the game.

NP: Is the ladybug the model for the bulborb?

REED: The bulborb is a bulborb. *(Laughs.)*

MIYAMOTO: The enemy creatures aren’t frightening, but they became frightening once the programmers created creatures that eat Pikmin.

REED: The most frightening one was the creature that kept doing its own thing while keeping a Pikmin leg hanging out of the side of its mouth. *(Laughs.)* Of course, I removed it.

NP: Do you think the game would be even more powerful if an Olimar-view existed?

MIYAMOTO: It could bring a more realistic feeling that the player is in the world of the Pikmin, but the game play would become difficult. That’s why I didn’t make Olimar’s view. Top view is the opposite thing—it can make game play easy, but the player loses the sense of being in the world of Pikmin.

NP: This game seems to emphasize planning and arranging things so you can carry rocket parts, but it seems light on puzzle aspects. Was that your intention?

MIYAMOTO: We thought about including more puzzle elements, but I thought that it would become too much of a “game” if we brought too much of that in. Actually, at one point we were headed in that direction, but I adjusted it in later stages of development. I wanted to make an environment where the part locations seemed as natural as possible. If we developed a game like “The 500 Difficult Tasks of Pikmin,” I could add more puzzles, but Pikmin is an “AI Action Space Fantasy” this time. *(Laughs.)*

NP: Pellets pop out once creatures are defeated. Isn’t that forcing things a bit? *(Laughs.)*

HINO: The creatures ate them. *(Laughs.)* The reason a pellet comes out is that the things the creatures eat turn into lumps of nutrients and they stay in their stomach.

NP: Was there always the idea to carry a creature’s body to breed Pikmin?

MIYAMOTO: It wasn’t much of a concept yet, because we still we had to decide on the kinds of enemies we’d have. But I think players are happy if they can carry the bodies of creatures, don’t you think?

NP: How did you decide on the length of the days and the 30-day limit on game play?

MIYAMOTO: I wanted to give the game a definite size that people could play and replay many times. In the beginning, we thought we should make it last 40 or 60 days, but players wouldn’t want to try playing the game again if it was too long.

NP: It’s not easy to collect all parts within 30 days on the first try, but people will probably want to try playing the game a second time.

MIYAMOTO: I think this game will become more interesting upon the third or fourth play. People have taken many tries to finish the first stage of Mario. During the

process, I don’t think the player starts to dislike the game. I think players enjoy finding out that they are eventually doing better and making more progress each time through. I think that feeling is a very important element of game play.

NP: Luigi’s Mansion and Pikmin don’t seem to require dozens of hours to finish. Is it safe to say that this type of “not too short, not too long” game will be a standard for the Nintendo GameCube?

MIYAMOTO: In general, I think so. However, the next Zelda won’t be like that.

NP: We were just trying to get you to tell us if the next Zelda is going to be short. *(Laughs.)*

MIYAMOTO: No, it’s not. *(Laughs.)*



Dear Diary...

NP: We like the feature of Olimar's journal.

HINO: The original Japanese text was written by the person who's in charge of engineering. He reads four books a day, and he wanted to be involved in working on game scenarios.

MIYAMOTO: He was very busy on another project, but I forced him aboard this project. He wrote the text at night as an extra job.

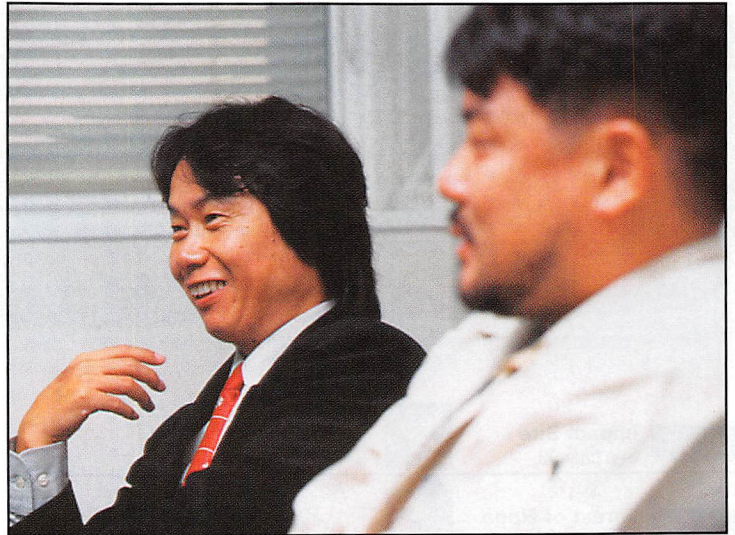
NP: Actually, the journal seems to contain a lot of thinly veiled messages to the writer's family. The text oozes with painful feelings that he can't go home because of his game development job. One line says something like, "My boss is short-tempered, especially when he is very busy." Is that you, Mr. Miyamoto?

MIYAMOTO: Let me see. Everyone wrote something. I wrote, "I'll buy a present for my children." *(Laughs.)*

NP: What was the most difficult part of developing the game?

ABE: Following Mr. Miyamoto's direction that all of the game's concepts had to be completely new, and making sure that it wouldn't be frustrating for players to guide so many Pikmin at once.

HINO: The most difficult part was to create something that no one has experienced before and to put it in a compact, playable package. That was the initial direction from Mr. Miyamoto. We don't have many opportunities to develop completely new ideas for original games that aren't sequels. It was scary but fun to draw out our new concepts on paper. As we expected, even when we came up with solid ideas, we were spending long periods testing them out with trial and error and making no progress. We had a fairly clear idea of what we wanted to do, but we had difficulty pulling all the concepts together. Mr. Miyamoto watched us struggle without saying anything, but finally he couldn't bear to watch us go through that, so he showed us his ideas for the game design that he had on two pieces of paper. It was a very strange concept. To be



honest, it made me think that he had actual alien friends. That was the real starting point of the game's development.

NP: What's the reason for Challenge Mode?

MIYAMOTO: Around the time of the E3 show, I started to think about ideas for casual play. How many Pikmin can you breed within a limited time? If that turned out to be difficult, I was thinking about adding a two-player mode.


NP: Two-player mode?

MIYAMOTO: Red Pikmin versus blue Pikmin. *(Laughs.)*

NP: Are you thinking about a sequel?

MIYAMOTO: I have no idea what kind of sequel we could create. I would like to raise Pikmin to the same level of popularity as Mario. I have a lot of ideas that I couldn't use this time around.

NP: For example?

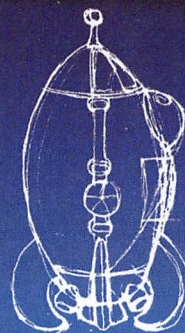
MIYAMOTO: It's a secret. *(Laughs.)* I think we'll see a lot of the same types of games around Christmas 2002. I am thinking of another idea that would be altogether different. 

































The 30-Day Schedule

Some vacation! Thanks to this unscheduled stopover, I've got a whole new set of plans. My life-support system will go kaput after 30 days, so I'll have to find at least one rocket part per day. I bet I can stay ahead of my 30-day schedule if I snag multiple parts in the same day. And if I'm clever, I can find all 30 parts in 14 days or less!

Rocket parts listed in blue are not required to leave the planet, but you need 29 parts to unlock the Final Trial.



Day 1	Impact Site See page 19		1	Main Engine Meet red Pikmin
Day 2	Forest of Hope See page 24		3	Eternal Fuel Dynamo Meet yellow Pikmin
Day 3	Forest of Hope See page 25		4	Whimsical Radar Map function unlocks
Day 4	Forest of Hope See pages 26 & 27		5	Extraordinary Bolt Nova Blaster 
Day 5	Forest of Hope See page 28		7	Shock Absorber
Day 6	Forest Navel See page 36		11	#1 Ionium Jet Meet blue Pikmin
Day 7	Forest of Hope See page 29		8	Radiation Canopy
Day 8	Forest of Hope See page 30		9	Geiger Counter
Day 9	Forest of Hope See page 32		10	Sagittarius
Day 10	Impact Site See page 20		2	Positron Generator
Day 11	Forest Navel See page 37		12	Gravity Jumper
Day 12	Forest Navel See page 38		13	Automatic Gear
Day 13	Forest Navel See page 39		14	Space Float
Day 14	Forest Navel See page 40		15	Non-Dioxin
Day 15	Forest Navel See page 41		16	Libra
Day 16	Forest Navel See page 44		17	Analog Computer
Day 17	Forest Navel See page 45		19	Omega Stabilizer
Day 18	Forest Navel See page 46		19	Guard Satellite
Day 19	Distant Spring See page 50		20	Repair-Type Bolt
Day 20	Distant Spring See page 51		21	Massage Machine
Day 21	Distant Spring See page 52		22	Interstellar Radio
Day 22	Distant Spring See page 53		23	Gluon Drive
Day 23	Distant Spring See page 54		24	UV Lamp
Day 24	Distant Spring See page 55		25	Zirconium Rotor
Day 25	Distant Spring See page 56		26	Pilot's Seat
Day 26	Distant Spring See page 57		27	Bowsprit
Day 27	Distant Spring See page 59		28	Chronos Reactor
Day 28	Distant Spring See page 60		29	#2 Ionium Jet
Day 29	Final Trial See page 63	Push box, build bridges, bomb and break gates to reach the emperor bulblax		
Day 30	Final Trial See page 64		30	Secret Safe

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